**Work in Progress Report**

Major developments/breakthroughs(reference specific code please):

* Creating the Walking and Attacking Sprite Sheet
* Having the background load in
* Having the character load in
* Having the character move in accordance to the user’s inputs (Player.java 76-90)

Major Challenges/setbacks( reference specific code please):

* Sprite moves side to side slightly while it updates itself even with no user inputs

Any modifications to your specifications/release schedule:

* 1.9.0 Add More Detailed Environments
  + Add Platforms
  + Add Castle like set pieces
    - Torches
    - Chairs
    - Tables

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

* Getting Walking animations correlating to the inputs of the user

Source any web site/book that helped you with that concept:

* <https://github.com/Mrgfhci/GraphicsLessons1/tree/master/SpriteSheetAnim>

Describe the code and the lesson that you learned from it:

* The lesson from this code was that of sprite sheet animation

Describe any challenges that you enjoyed in integrating this scratch code into your major project:

* Getting the sprite to not move side to side while the sprite is updating itself

Peer Evaluation:

Liiban:120

Timothy:80