**Work in Progress Report 2**

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

Major Challenges/setbacks( reference specific code please):

* Adding Jump controls (Player.java 85,87)
* Sprite slightly moves upwards when you try to move left

Any modifications to your specifications/release schedule:

* 1.9.0 Add More Detailed Environments
  + Add Platforms
  + Add Castle like set pieces
    - Torches
    - Chairs
    - Tables
* 1.8.0 Add Start/Title Menu

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

Describe the generic concept you needed to test out:

* Getting the central character to jump

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

* N/A

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

* N/A

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

* The central character has a delay when moving upwards and you have to press the S key in order to go down again

Peer Evaluation:

Liiban:100

Timothy:100