**Work in Progress Report 4**

Major developments/breakthroughs(reference specific code please):

* Enemy Movement (Enemy.java 37-42)
* Fluid Jump controls (Sprite.java 42-46)
* Ground & Enemy Hit Detection(Panboard.java 28, 34-36, 67-78)
* Architecture Rearrangements (Background.java)

Major Challenges/setbacks( reference specific code please):

* Having the screen move in accordance to the player’s direction
* The Hit detection between the player and the enemy happens with a gap in between both rectangles

Any modifications to your specifications/release schedule:

* N/A

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

Describe the generic concept you needed to test out:

Hit Detection Fixes for the gap between the player and the enemy rectangles

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

* <http://stackoverflow.com/questions/335600/collision-detection-between-two-images-in-java>

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

* <http://ics3ui.sgrondin.ca/ss19/Collision.html>

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

Peer Evaluation:

Liiban:100

Timothy:100