**Work in Progress Report 5**

Major developments/breakthroughs(reference specific code please):

* Attack animation (Sprite.java 68-74)
* Attack Hit detection (PanBoard.java 192-201)
* Death Screen (PanBoard.java 207)
* Death Animation(Sprite.java 90-92)
* Randomized Enemy Location (PanBoard.java 134-149)

Major Challenges/setbacks( reference specific code please):

* Death Animation (Sprite.java 76-81)(Now commented out)
* Multiple Enemies (PanBoard.java 92, 102-114)
* Architecture corrections (Sprite.java 90-92)

Any modifications to your specifications/release schedule:

* 1.6.2 Add Player Death
* 1.6.4 Add Enemy Attack changed to 1.6.3
* 1.7.0 Add HUD changed to 1.6.4
* 1.6.3 Add Enemy Death changed to 1.7.0

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

Describe the generic concept you needed to test out:

Getting the enemy to spawn in random areas after you kill it using an arraylist

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

* N/A

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:

* N/A

Peer Evaluation:

Liiban:100

Timothy:100