**Work in Progress Report 6**

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)
* Implementing health and MP calculations into Sprite.Java (PanBoard.java 216 -232> Sprite.java 55-75)
* Fixing Attack during Cooldown glitch (PanBoard 318-321)
* Fixed Constant Damage Glitch
* Fixed Mana Spam Glitch
* Randomized Enemy Speeds

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 55-75)

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 1.7.3
* 1.8.0 Add Start/Title Screen changed to 1.7.0

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

Describe the generic concept you needed to test out:

Having a start screen for the game with multiple options to choose from.

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

* //<http://stackoverflow.com/questions/21225760/how-do-i-implement-java-swing-gui-start-screen-for-a-game-with-drawstring-and-dr>

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:

A challenge that came up trying to integrate this code into the main project is that the title screen makes a new window separate from the game window with the game running in the background regardless if any menu options are chosen. Another challenge that came up is that clicking the options on the menu are not functioning properly.

Peer Evaluation:

Liiban:100

Timothy:100