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| January 6, 2014 | Character Jumping: continues to go off screen instead of jumping back down  Fix: Created an if statement to stop character at certain height and a timer to bring the character back down |
| January 13,2014 | Bad Guy Shooting: The beam would not shoot out of the bad guy since he was moving up and down. Instead it appeared from random locations.  Fix: Switched the order of the code by moving the firing code before the moving code. |
| January 17, 2014 | Images: The images are not lining up correctly with the game although the parameters are correct.  Fix: Added imageMode before each of the images so that they would not take the mode stated for the previous image. |
| January 20, 2014 | Bad Guy Lives: The lives of the bad guy decrease even when he is not hit with the power shot. All it takes is that the shot passes the axis the bad guy is moving on.  Fix: The location of the bad guy is updated in the code that determines the life loss of the bad guy |
| January 26, 2014 | Character Display: When the character jumps, the jump image appears but covers the original and doesn't go away after the jump is complete.  Fix: Using PVectors the location of the image was restrained and Booleans controlled the appearance of the image |
| January 28, 2014 | Lives: The character lives on the first screen are not accurate. When the character hits a goomba one time, all three lives are lost.  Fix: The location of the goomba is moved off the screen when it comes into contact with the character so the if statement that controls life loss is not true for more than one frame |
| January 29, 2014 | Die: The character falls of the screen and dies when the tunnel stage appears  Fix: The character start lives are set to 3 and the goomba location is moved off the screen |
| January 30, 2014 | Minor lives glitch: randomly the character does not lose a life when he should due to the margin of error created when using images and their interaction with one another |