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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: Using PVectors and updating location with movement |
| 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: Reorganizing order of code to update location |
| January 29, 2014 | Lives: Character loses all lives even when hit by Bowser’s fire one time  Fix: When the character and fire intersect, update location of fire off screen |
| January 30, 2014 | Lives: Character’s lives on the starting stage; all lives lost at one intersection with goomba  Fix: reorganized order of code, reset goomba location when intersects character |
| January 30, 2014 | Minor glitch with lives  Lack of life loss due to margin of error with intersecting images |