Joel Malleck and Luke Maclntosh

**Work in Progress Report 3**

Major developments/breakthroughs(reference specific code please):

* integration of everything done in WIP1, 2, and 3 - SFgame version 3
* Getting better fonts and buttons for the main project
* Obstacles scratch + Touch Regions

Major Challenges/setbacks( reference specific code please):

* Issues dealing with fonts
* Cleaning up code
* Issues with the touch region scratch

Any modifications to your specifications/release schedule:

* The release schedule 2.0 is still relevant

**Description of your scratch/test program(s):**

Describe the generic concept you needed to test out:

* Adding interactable obstacles along with the character
* Allowing the character to be controlled via touching different regions of the screen on an Android device

Source any web site/book that helped you with the concepts:

* http://www.gamefromscratch.com/page/LibGDX-Video-Tutorial-Series.aspx

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

* For the obstacle scratch, there are 2 different sprites (heart and spike) that spawn on a random X coordinate. Jumping into a heart increases score, and the spike decreases score.
* Touch regions controls the character depending on the x and y coordinate of where the screen is touched

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

* We had some issues getting the touch regions scratch to work in the main project, it ended up being something very small and easy to fix (missing line).

**Asana Specs**: Your Asana calendar will have a task that contains a github link to your project and scratches. Please add any comments within this task that can give me diarrhea, like : “It does not work.”

Even if you provided the link to the same project in a previous task from a previous month – go big – add it again.

**Peer Assessment:**

*Joel - 100*

*Luke - 100*