Joel Malleck and Luke Maclntosh

**Work in Progress Report 4**

Major developments/breakthroughs(reference specific code please):

* Floating/moving obstacle scratch (spikes)
* Heart collection + scoring
* Scaling to all devices (using orthographic cameras and viewports)
* Saving highscore
* Instructions screen
* First sprite animation (the watermelon)
* Adding all of WIP4 to our MAINGAME project/repository, making our latest version v4.0

Major Challenges/setbacks( reference specific code please):

* Using Preferences and passing the highscore around
* Animating watermelon after hit
* scaling to all devices was a huge pain, mainly making sure the screen isn’t stretched on larger devices

Any modifications to your specifications/release schedule:

* The release schedule has been updated to a 3.0 version that will be printed out and handed in with this wip report

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

Describe the generic concept you needed to test out:

* Basics of sprite animation and creating sprite sheets

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:

* Learned how to split a sprite sheet with texture regions and create an animation out of each part

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

* Getting the animation to play only once the object was hit was difficult to get working and was not covered in the tutorial
* Size and order of the images on the spritesheet was not correct at first and had to be remade a few times

**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*