**Work-in-Progress Report 3  
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**Major Developments/Breakthroughs (reference specific code please):**

* Added cells to the screen, trying to randomize movement
* We were able to implement an instruction/options menu screen and have it bring you back to the home screen, but it will open in a new frame.

**Major Challenges/Setbacks (reference specific code please):**

* Currently we are trying to get the cells to move around
* We have been able to get the buttons to change when the user clicks it but at the beginning of our game the user will have 5 of each material allowed and after the material is used up it will switch to the next. We are having problems getting the materials to switch at the proper time.

**Description of your Scratch/Test Program**

**Describe the generic concept tested:**

The main concepts we’re working on separately are getting the cells to move around by themselves and getting the materials to switch when needed.

**Describe any challenges that you enjoyed in integrating this scratch code into your summative:**

So far we’re still having some difficulties getting buttons to change the way we would like but by isolating the problem we managed to get the button images to change to trees when the user presses it. Right now we’re working on the button changing from only trees to water too.

We’re also having some difficulty deciding how we want to get the cells to move around and how we’re going to make it so they will interact with the materials being placed in.