June 3, 2014



June 4 , 2014

* Ad
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June 5, 2014

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June 6, 2014

* Max:

June 9, 2014

* Max: Was able to make the object that scrolls down the screen, reappear at the top of the screen and have varying x coordinates. Adjusted the speed and size of the objects.
* Matt:

June 10, 2014

* Max: I struggled working on implementing a scrolling background. Whenever I tried adding the background I could not see the obstacles scrolling. For now we have decided to leave the background stationary and focus on other things such as hitTesting
* Matt:

June 11, 2014

* Max: was able to figure collision detection between the obstacles and the user Sprite
* Matt: