**Final Graphics Report**

Major developments/breakthroughs(reference specific code please):

* Figured out how to load a buffered image.
* Resizing an image
* Changing the location (later it was scrolling)
* Figuring out timers
* Randomized the spawning of obstacles with math .Random();
* Hit tests by checking coordinates
* Start screen/end screen by adding picture to panel and stopping everything else
* Score and high score by drawing a string.
* keyListeners, and creating a smooth movement between the positions.

Major Challenges/setbacks( reference specific code please):

* Loading an image and drawing it on a panel or frame
* Resizing an image (we are too used to flash)
* Struggled creating a scrolling background. Decided not to include it.
* Figuring out keyListeners. The wouldn’t work
* After Matt completed the game on his Mac, when we copied it over to the school computers it would not work at all. (FinalRelease)

Any modifications to your planned steps: