**Work in Progress Report**

Major developments/breakthroughs(reference specific code please):

* Got hit detection on a drawn up mine, able to switch screens based on the mouse click.
* Got a tiled map made up based on our format of minesweeper.

Major Challenges/setbacks( reference specific code please):

* Tiled having problems working on school computers when it worked fine before
* Understanding how we should work github between the 2 of us with what we are doing

Any modifications to your specifications/release schedule

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| --- | --- |
| **Release Name** | **New incremental features of this release** |
| **0.1** | Shows a mine and a shape hiding it. Basic hit detection to make sure it works. |
| **0.3** | 2 squares side by side (1 of course being the mine) working. |
| **0.5** | 2x2 grid of squares to find 1 mine |
| **0.7** | 3x3 grid of squares with 1 or 2 bombs |
| **1** | 6x6 grid of squares with 3-8 bombs (maybe more) |

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

* Needed to test it on the actual tiled map we made. In Tiled, we wanted to have a grid that could detect mouse clicks and would change the game screen based on that.

Source any web site/book that helped you with that concept:

* [www.gamefromscratch.com](http://www.gamefromscratch.com)
* [www.stackoverflow.com](http://www.stackoverflow.com)

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

* Not integrated as we decided to go in a different direction as a result of the code not working on the school computers
* Will have a menu screen to go between both mine and max’s coding progress.