**Work in Progress Report**

Rowan, Emily, Shaelah

**Major developments/breakthroughs(reference specific code please):**

Created a movement command system that involved all commands working together smoothly, hopefully preventing gamebreaking interactions between different commands. It’s a fairly large chunk of code, so I will just reference the code location in the program (lines 51 - 188 in Release 1.0, under “Release”) and explain the function.

First, arrow key input is taken in, except for the up key. This is because these will all have an effect on other commands. Then, if all the counters for the moves are 0 meaning Tyrone is idle, it will look for a command to start one of them, including jump. After that, it will look to see if the jump count is above the point where Tyrone starts his jump, and if it is it allows the count to turn into a strike or block with an upward modification. Based on all of these it will set the variable nFrame, which it then passes to the hero function for it to pick an image to display. I think it works well, but it would be nicer if an image would display properly so I can tell.

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

For some reason when displaying a texture it now only shows the background of the image. With PNG’s, this means nothing is shown but when tested with JPG’s a white rectangle was displayed. The source of this may lie in the draw function, as the textures worked fine before it was changed.

batch.draw(Active, nX, nY, 100, 250, 0, 0, 100, 250, isRight, false);

(texture, X, Y, width, height, srcX, srcY, srcWidth, srcHeight, flipX, flipY)

The srcX through srcHeight had to be added to get at the flipX and flipY, and from my understanding of them this should have them function the same as when they were undeclared, but I’m probably wrong about how they work and so they’re stopping the image displaying right.

**Any modifications to your specifications/release schedule:**

Releases 0.5 through 1.0 will now all be the same release as I wanted to create a movement system where all parts worked together smoothly, instead of a patchwork where one was stacked on another, leading to a nonfunctional mess of code.

Release 2.25 may be brought forward, since it is a relatively simple idea and because of how the work is divided between group members.

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

**Describe the generic concept you needed to test out:**

Getting an image to appear and obey commands.

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

<http://www.gamefromscratch.com/page/LibGDX-Video-Tutorial-Series.aspx>

**Describe the code and the lesson that you learned from it:**

Learned where to put code in the libgdx structure and how to make an image appear on the screen.

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

We are still early on in the development of our program, so this was the major project. We created a program that simply had “Tyrone” appear in the middle of the screen, which each group member then worked off.

I (Rowan) then took this and tried to integrate all forms of movement and abilities (strikes/blocks) into one clean system, which I succeeded in, only to face issues with textures deciding to only show their backgrounds for some reason.

We (Shae and Emily) tried to get the enemies to appear and move on the screen from different sides at random times. We were able to get the enemies to spawn on the screen and move to the location we desired, but we were not able to get them to appear at random times.