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

·          Setting up scratches and release

·         Creating our first release

·         Learned how to create the background ( Scratches – background)

·         First Release of the background(Version1.0)

Code:

TextureRegion trBackground;

trBackground = new TextureRegion(new Texture("background.png"), 0, 0, 700, 525);

}

batch.draw(trBackground, 0, 0);

batch.draw(trBackground, 0, Gdx.*graphics*.getHeight());

·         Learned how to create spongebob (Piskel)

·         Getting the image of bad logic to go up when the spacebar is pressed and down when not pressed (Scratches – Jumping)

Code:

float fGrav, fVelo, fX, fY;

fX = Gdx.*graphics*.getWidth() / 4 - sprite.getWidth() / 2;

fY = Gdx.*graphics*.getHeight() / 2 - sprite.getHeight();

sprite.setPosition(fX, fY);

sprite.setScale(0.5f);

fGrav = -0.09f;

fVelo = 1f;

sprite.setY(fY);

fVelo += fGrav;

fY += fVelo;

if (Gdx.*input*.isKeyJustPressed(Input.Keys.*SPACE*)) {

      fVelo += 6;

  }

  System.*out*.println(fVelo);

  fVelo = MathUtils.*clamp*(fVelo, -5, 4);

}

Released 2.1 - Spongebob moves up when spacebar is pressed:

Code:

TextureRegion trBackground;

float fX, fY, fVelo;

trBackground = new TextureRegion(new Texture("background.png"), 0, 0, 700, 525);

  img = new Texture("Spongebob.png");

  sprite = new Sprite(img);

  fX = Gdx.*graphics*.getWidth() / 4 - sprite.getWidth() / 2;

  fY = Gdx.*graphics*.getHeight() / 2 - sprite.getHeight();

  sprite.setPosition(fX, fY);

  sprite.setScale(0.7f);

}

batch.draw(trBackground, 0, 0);

sprite.setY(fY);

fY += fVelo;

if (Gdx.*input*.isKeyJustPressed(Input.Keys.*SPACE*)) {

  fVelo += 6;

}

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

·         Getting the jumping to work - We were struggling to getting the jumping to work,

we tested

Using ‘sprite.translateY();’ did not work

·         Getting the background (Scratches – Background)

We tried using ‘.jpeg’ but that did not work, so we used

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

-          Deleted release 1.1

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

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

The first scratch we had was called background and we used the starting code that LIBGDX gave us, to try and change the colours of the background and figure out how we were gonna import an image for the background into the scratch.

The second scratch we did was called Jumping. We needed to test out how to get the image to move up when the spacebar is pressed and how to get the image to move down when the space bar is not pressed.

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

The tutorial for the LIBGDX helped us for the background - <https://www.youtube.com/watch?v=IYjnOuxjdKQ&list=PLS9MbmO_ssyCZ9Tjfay2tOQoaOVoG59Iy&index=5>

<https://www.youtube.com/watch?v=cXgA1d_E-jY>  - helped us get started on the jumping

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

We learned how to import images into our code, and set it according to the size of the screen.

We learned how to get the spacebar to control the image. We also learned how to get the image to go up, when the spacebar is pressed, and also how to get the image to speed up and come down when the spacebar is not pressed.

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

 Getting the jumping to work - We were struggling to getting the jumping to work,

we tested

Using ‘sprite.translateY();’ did not work

·         Getting the background (Scratches – Background)

We tried using ‘.jpeg’ but that did not work, so we used