**Work in Progress Report**

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

Gameon boolean

-we created a boolean “Gameon” which does what it sounds like, tell us when the game is on.

-we use this to control when the sprGuy can move around and go from screen to screen, but when he reaches a certain spot its Gameon and he can move anymore. Then the ducks follow.

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

General

-Learning and adjusting to all the new stuff for gdx and gitkraken

-Although tutorials helped, it was a time-consuming process

Animation

-Using a sprite sheet

-Switching images when different keys are pressed for the character to turn different ways

PSE

-Learning and experimenting in order to edit images for the game

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

No changes were made to the release, getting started had just been as slower process than expected

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

Animation for character, switching images based on movement

<https://github.com/jackprudnikowicz/Main-Game.git>

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

-Slicing up sprite sheets properly and making it look nice

-Changing images when different keys are pressed

-right-facing character when D is pressed

-left-facing character when A is pressed

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

Youtube - libgdx tutorials

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

<https://www.youtube.com/watch?v=SVyYvi0I6Bc>

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

TextureRegion []

-Splits up the sprite sheet

-doesn’t work

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

The scratch code is not yet implicated into a project since there have still been challenges with the scratch code (described above)