**Work in Progress Report #1**

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

One of our biggest breakthroughs so far for this release was figuring out how to move the platform along with the scrolling background. We tried a couple of things:

Moving the platform in the main program with the background:

   if (sprBill.nX >= 750 && nScroll == 1) {

   backgrnd.update (-2);

   pltOne.update(-2, 0);

This moved the sprite image, but not the platform borders, thus we attempted to update the borders within the platform class (using the same int that’s fetched from pltOne.update). For some reason, the platform image and borders were moving separately and at different speeds. We finally fixed this problem, with the help of Mr Grondin, when we added a flat wall\_\_\_.update(); for each side in the update() function in the platform class.

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

A major challenge we are currently facing is the amount of coding we are actually completing by the end of each day. We are able to come up with countless ideas for our game, but at the end of the day these ideas mean nothing if we are unable to code any of it. We are constantly getting stuck on many tiny features we attempt to add and generally never get any real progress without the help of Mr Grondin.

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

We decided to move the “independently moving platforms” feature to a later release since we believe they aren’t as crucial to our project. We think that functioning screens (starting screen, level screens etc), solid collision detection and the core mechanics such as attacking and movement should be our main focus, and that level specific mechanics, such as moving platforms, should be some of the lasts things we integrate into the game.

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

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

For the scratch program “Moving Platforms With Backgrounds”, we needed to figure out how to move the platforms on screen with the scrolling background. We wanted to make the platforms move when the background moved as opposed to keeping plank static on the screen.

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

We did not use any websites aside from the 2oip.sgrondin.ca for that specific scratch, and Piskel for some quick sprite art.

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

The code was relatively simple;

wallTop.update(nDx, nDy);

wallBot.update(nDx, nDy);

wallLeft.update(nDx, nDy);

wallRight.update(nDx, nDy);

^this code needed to be added to the platform class; specifically the update(int \_nDx, int \_nDy) function

wallTop.update();

wallBot.update();

wallLeft.update();

wallRight.update();

^this code had to be added to update() in the platform class

We tried updating the walls individually in the main program and a couple of other things before realizing that we just needed to add “wall**(side)**.update” in the screen class.

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

There were no major challenges with integrating that scratch into the main program, however some challenges we have enjoyed while integrating “Starting Screen” were that some variable names we used differed causing the program to pop up errors and even crash.