**Work in Progress Report # 2**

Major developments/breakthroughs (reference specific code please):

We’ve organized our release 1.0 code (with some sacrifices to actual performance) and developed multiple platforms with the intent to make one move independently as well as with the background in the Independent Platforms scratch.

Major Challenges/setbacks (reference specific code please):

Our release 1.0 code no longer functions, with problems ranging from our character Bill not being able to jump while on a platform, to Bill getting trapped on walls.

Any modifications to your specifications/release schedule:

We did modify our release schedule to include a release version 1.1 to allow more editing to be done before whole releases 1 and 2.

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

Independent Platforms

Describe the generic concept you needed to test out:

We needed to test out the concept of a platform moving back and forth while the other stays stagnant, while both will move with the background scrolling while the moving platform remains moving back and forth while also scrolling.

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

Jason Le’s code.

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

I learned to go over simple solutions like remembering to update the platform x because I’m dumb (-Nick)

Describe any challenges that you enjoyed in integrating this scratch code into your major project: Honestly none except general overall performance as listed above.