**Work in Progress Report**

**BRAIN**

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

In addition to having a menu screen, now we have an option to go to the instruction screen where you can read about how to play the game. One breakthrough is we have figured out how to display text on the screen(line 39 - 71 in ScrMenuInstruct).

*spriteBatch = new SpriteBatch();*

*spriteBatch.begin();*

*font = new BitmapFont();*

*font.draw(spriteBatch, scr, 341, 670);*

*spriteBatch.end();*

You can also navigate back to the main menu and press the play button which takes the user to the scratch for the battle screen where the player can see the number of troops for the attacking and defending side. They have options to hit the “battle” button to “Roll the dice” which randomly chooses a number between 0 and 9 for attacking and defending sides, the person with the higher number wins and the loser loses 1 troop.

The user can also hit the “End Battle” button which takes the user back to the main menu. Once we have the game screen this button will lead to ScrGam.java./ the game screen but for looping sake we have this for now.

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

Our main setback is figuring out and making tiled work. Joel has been doing research about how to make a tiled map for our game. He has spent hours on watching videos and making the map for our game and we are still working on making a scratch to integrate this concept into the game. This setback in the tiled aspect has caused us not to be able to do certain aspects of the pregame setup where you choose your territories on the map and where to put your troops.

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

Because of the setback mentioned in the paragraph above with tiled we could not move along in the release schedule to the pregame setup where territories are chosen. Alex decided to look forward to the attacking interface in release 5.1, 5.2, 5.3. These releases now have come out after release 1.1. He made an attacking screen scratch where he tested the concept of the battle function and returning to a home screen.

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| **Release Name** | **New incremental features of this release** |
| **1.0** | **Starting menu screen** |
| **1.1** | **Instructions button option/ instruction menu screen** |
| **5.1** | **Attacking interface** |
| **5.2** | **Rolling mechanics and effects/ consequences(deaths)** |
| **5.3** | **Ability to end attacking or keep attacking** |
| **1.2** | **Pregame setup** |
| **2.0** | **Map screen, tiled** |
| **2.1** | **Interface/ interactions with the map** |
| **2.2** | **Basic UI/ Button options in game screen (next turn, attack,skip turn (more functionality will come later), identifying which players turn it is)** |
| **3.0** | **Choosing territories** |
| **3.1** | **Troop placement on territories** |
| **4.0** | **Receiving troops for troop placement( determined by territory ownership) at the beginning of the turn** |
| **4.1** | **Placing new troops for the beginning of the turn** |
| **5.0** | **Selecting territories to attack and attack from** |
| **6.0** | **Troop transport** |
| **6.1** | **Ability to choose how many troops to move** |
| **7.0** | **End of game mechanics(death of a player)** |
| **7.1** | **End screen and ability to restart** |

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

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

We decided to test the concept of the attacking screen interface. This interface included buttons to “Roll the dice” to see who won the round of the battle. They also included the exit function which allows the attacker to end the battle if they feel they are losing.

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

This link was used to draw the number of troops on the screen

<https://stackoverflow.com/questions/12466385/how-can-i-draw-text-using-libgdx-java>

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

Through this process we have learned how to display text on the screen using a spriteBatch and importing a BitmapFont.

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

Because the code was already integrated all we had to do to “integrate” it was to copy and paste all the code from the scratch file in the scratch package to the attack screen in the screens package.