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Mr Landfried

16/10/2017

Written Response

In our project Save the rocket there were some problems. One of the problems that we had was that the app was the canvas was stretched out on the emulator so we could not scroll down and move the rocket. We fixed this by making the canvas fill the parent instead of making it longer than the parent. Another problem that we had was that the Rocket kept crashing into the asteroids when it was nowhere near one of the asteroids. To fix this we shrunk the asteroids so that the invisible barrier would not get in the way of the rocket.