Widget 2.0 Progress Report

The game is coming along at a decent pace. I was able to implement a laser gun into the game – however I have not been able to add it to the item store. This will be my next step as I dig into the GUI code that allows the user to purchase upgrades. The majority of my time this week was working on my Android project (coming together like a house of cards). This assignment was the focus of the first half of the week. I intended to have more time to finish adding the item to the store – however the time has run out for the alpha phase of this project.

The beta version should include the item as a power up available for purchase in the store as well as implement an aiming reticle to fire up and down. Anticipating more trouble in my other class I don’t believe I will be able to do much more than this for next week. By the time of the final project I will endeavor to add another level that may unlock after defeating a certain number of enemies.