**Bi-Weekly Deadlines - April 1st**

* Features projected to be completed as specified by initial presentation
* Continue work on the game screen (fox and sheep)
* Actual features completed by deadline
* Game screen: Dog:
* Enhanced movement detection to represent the position as the center of the bitmap, so the dog goes exactly where the user wants
* Game screen: Sheep and Fox:
* Letting fox go out of boundaries when running away
* Fixing collision detection between fox and dog, and fox and sheep
* Fixing issue where fox was not afraid of the dog and would get killed
* Fixing issue where Fox was not chasing the closest sheep
* Fixing a bunch of small issues
* Extra features
* Added score and timer to the game
* Game properly finishing up / stopping now
* Started working on interstitial modals to give game instructions and game over screen with score
* % completion of total features completed

90 % complete (5 deadlines out of 7 met on track + extra features)

* Features by team member:

Marcos Davila (100% on track)

* Adding tiled gate and image buttons to the project (still undergoing)
* Fixing some timer issues
* Working on interstitial modals for game start (with instructions) and game finish (with score)
* Working on maintaining the highest score achieved by the user
* Streamlined evade logic so sheeps avoid checking for the location of foxes and dogs twice
* Added lots of documentation to the code

Marcus Silveira (100% on track)

* Fixed collision detection logic and optimized images to remove extra spacing and give a better collision impression
* Fixed drawing so that the position means the center of the bitmap
* Making Fox run away from the dog, even when chasing sheep (respecting dog's space)
* Allowing the fox to go out of the screen when evading from dog
* Improved points assignment to give different number of points depending on what happened (example fox runs away VS fox being caught)
* Fixed fox's findClosestSheep logic
* Refactoring of certain things and bug fixes
* Starting work on adding ads to the game

Prince Oladimeji (100% on track)

* Finished timer on the top bar
* Finished game score on the top bar
* Testing the app and identifying some bugs
* Working on adding grass texture to the background

**Source Code:** [**https://github.com/marcusvsilveira/lehman-android**](https://github.com/marcusvsilveira/lehman-android)