**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:
* Implemented logic to allow fox to be caught by the dog and be removed from the screen
* Limiting dog movement to avoid moving faster than the game speed (working with locks)
* Game screen: Sheep and Fox:
* Limiting movement of sheep and dog to inside the boundaries
* Letting fox go out of boundaries when running away
* Implementing logic to allow fox to eat sheep (with movement freeze penalty) and logic to remove sheep from the list (and avoid rendering it) when completely eaten.
* Logic to randomly display fox from time to time
* Logic to dynamically create animals on screen based on the settings (# of foxes, and # of sheep)
* Extra features
* Adding support for keeping a score (increased when dog catches the fox, decreased when fox eats a sheep), and finishing the game (when all sheep were eaten).

Note: This is still a work in progress. Score is not updated/counted yet, but the timer is present.

The game is not stopping yet - we need to code that, but we know where to add the logic now.

* % completion of total features completed

80 % complete (4 deadlines out of 7 met on track + extra features)

* Features by team member:

Marcos Davila (100% on track)

* Finished touch listening with gesture detectors to allow long press movement instead of multiple clicks.
* Limiting movement of dog and sheep to inside game boundaries
* Controlling fox movement to allow going outside boundaries only when evading
* Adding logic to initialize animals in the game based on settings (# of foxes, # of sheep) with random positions.

Marcus Silveira (100% on track)

* Added logic to allow the fox to eat sheep (including eating time) and once it's done, to remove sheep from the game
* Added logic to allow the dog to catch the fox
* Controlling dog movement to avoid going faster than the game speed (with locks)
* Logic to control when the fox should be visible or not, along with the collision detection with the dog. Also implementing the fox respawn logic.
* Updating dog movement to handle long press touch events and stop the movement when the pointer is up
* Making the fox move again (we had a bug on that)
* Refactoring of certain things and bug fixes

Prince Oladimeji (100% on track)

* Working on the game clock (timer on the top bar) - (not complete yet)
* Working on keeping the game score on the top bar (not complete yet)
* Discussing solution to display fox on the right spot on the game start
* Testing the app and identifying some bugs

**Changes to the Initial Presentation:**

**We would like to push 2 items from April 15th to April 29th:**

* **Final Touches**
* **Submit code to professor (not sure this one is required, since everything is already available on github already)**

**The reason why we want this is because we believe the 2 weeks between April 15th and April 29th would be more productive if we could do some coding to polish the game.**

**Let us know what you think.**

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