**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)

Note: We are still working on a bug where the fox is not updating its position on the screen

* 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: we still don't have the score to the game top bar, but what we have is the logic where the score should be updated (up or down) according to what is happening in the game.

* % completion of total features completed

70 % 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
* 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)