**Bi-Weekly Deadlines - April 29th**

* Features projected to be completed as specified by initial presentation
* Presenting the program in class
* Preparing to package / release
* Final touches
* Submit code to professor
* Actual features completed by deadline
* Presenting the program in class
* We will do a quick demo in class
* Final touches & preparing to package/release:
* Fixing initial position of animals
* Adjusting speed with log calculations, to reduce the exponential divergence as the speed grows
* Unit Testing adjustments after the latest changes, including disabling ads while testing to avoid issues with ads not being invoked from the main thread.
* Submit code to professor
* As always, code is available at:

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

* Extra features
* Replaced CountDownTimer API by Java Timer API to solve clear / stop issues
* Finished interstitial modals that give game instructions and game over screen with score and buttons to play it again or quit.
* Added highest score functionality
* Added Google Ads to all screen when there is enough room left on the screen
* Added background image with grass
* % completion of total features completed

95 % complete (only testing on real devices + bug fixing + publishing to the store left)

* Features by team member:

Marcos Davila (100% on track)

* Worked on interstitial modals for game start (with instructions) and game finish (with score)
* Worked on maintaining the highest score achieved by the user

Marcus Silveira (100% on track)

* Added Google AdMob to the project and layouts
* Fixed initial position of foxes and sheep (considering where their bitmaps are rendered)
* Replacing CountdownTimer api by Java Timer Api for keeping the clock running and being able to cancel at any point if all sheep are gone (game over)
* Fixed unit and integration tests to work with the new ads and the new interstitial modals
* Rendering the background image (grass) using a BitmapDrawable
* Refactoring of certain things and bug fixes

Prince Oladimeji (100% on track)

* Investigating on how to add grass texture to the background
* Working on removing hard-coded text and replacing with internationalized strings (spanish)

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