**STATUS REPORT #1**

**Scott & Nicole**

List of scratches

Animation (Feb. 12, 14-15, 22): Replaced Vlad with hamster, and the hamster now keeps moving in the same direction after a button is hit just once

Food (Feb. 16-17, 21): Hamster pellet that he eats, although it does not disappear or move yet, and right now makes the hamster go faster after he passes it… Continually speeding him up until he is so fast that you cannot get him over the pellet

Game (Feb. 14-15): Fixed background and removed all the extra housing, dude, and other features that Keiran had for his game. It right now will sit as an empty shell as we progress through using the other screens as scratches to figure out what to put into the final product

General changes to the overall work (Feb. 13-22): Animations implemented into all the screens, general background changes across the whole program, buttons changed and/or removed across all screens, and general cleanup of code, naming, and variables. Kieran has a lot of great stuff we can utilize… we just do not need it all

We also have scratches for AniHit, Tail, and Menu, but most of the work done on the screens was either first developed on another screen and was then just implemented, or it has been mentioned in the general changes to the overall work.

Major challenges/setbacks

Our largest and probably the most time-consuming challenge was with GitHub. We first ran into issues during the very first days, because pushing and pulling binary files was causing things to crash. We then had to create a new repository and decided not to push and pull binary files anymore and excluded them from all pushes. However, that began to create problems as well, so we resorted back to pushing everything, which did not work out well at all, as the binary files continued to create issues. Right now, we are excluding all binary files, and if something crashes, one of us deletes the project from their drive and pulls the best-working version from GitHub.

Another major challenge was getting the hamster to move on its own, after an arrow key has been hit once. We tested this in Animation and have implemented it into all other screens that have animation, including Game, AniHit, and Tail. We experimented with several loops and structures, and are now using a boolean array, which is working successfully. However, it took quite a while to figure out and much experimentation. One huge issue was when multiple screens started having errors, luckily all along the same lines of rendering, so we were able to ignore those and fix the real issue, which was an out of bounds exception.

One more challenge we had was with changing the animation from Vlad to a mouse and implementing that into other screens. For some reason, it was difficult to make sure we had all variables everywhere and to make sure everything in render was working properly. It was one of the first issues we tackled, so it took some time getting back into programming.

Source any web site/book that helped you with that concept

We mostly just referenced the ICS3UI website and lots of experimentation.

Thanks to Kieran who we stole everything from.

Stackoverflow and other websites were used for helping in the creative process and showing an easier way to do things. We did not take any code, but we did use the idea behind it.

Our Freedcamp to show everything: <https://freedcamp.com/Scotts_Work_Projects_guj/Atomic_Hamsters_xCDB/todos>

Our GitHub for the actual code: <https://github.com/schun8627/Atomic-Hamsters-2>

Lessons learned from the last two weeks:

1. Github continues to show more and more depth in dealing with partners and the push and pulling hierarchy.
2. Images are troublesome to deal with and need to be taken extra care of to make sure everything works and are actually committed before pushing to GitHub.
3. If you commit a binary file, it is game over. There is nothing we can do, except to take any code the other person was working on that changed a file and copy it somewhere else, so that when they pull from GitHub, they can quickly put it in.
4. Arrays of the boolean sort are pretty cool. We had not had too much experience with those in the past. We suspect more arrays might be coming up soon.
5. png files can still have white backgrounds. Also, learning that you need to change the shape of a picture is great.
6. Renaming screens and variables to fit our needs was very helpful to avoid confusion. Also, the general decluttering of everything helped us see what Kieran’s code did, which helped us make smarter changes later along, when they could be made more concise.