**STATUS REPORT #3**

**Scott & Nicole**

List of scratches

AH Game over screen: When the two mice collide, the game over screen appears. From there, the player can go back to the menu or exit the game.

AH Points counter in ScrGame: Points are counted separately for each mouse, and the game over screen displays the total points of each mouse, as well as who is the winner.

AH Grows in ScrFood: Both mice now grow when they move over the pellet.

Animation: We had tried to cut the vertical space between the frames of the sprite sheet using Photoshop, but that majorly messed up the animation somehow. Currently, we are trying to figure out how to simply code it in, to make the hitboxes of the mice smaller, rather than continue trying to fix the sprite sheet in Photoshop.

Major challenges/setbacks

A major challenge continues to be with GitHub. Even though we have moved over to the new architecture, which allows us to work on different files, it seems that still GitHub tries to push changes from the other files. We have had to once again delete the entire project on one of our computers and clone it again, just because things had once again become that confusing and tangled with apparently altered files. It may have a little to do with the fact that we have moved from NetBeans to IntelliJ.

Another major challenge has been with the Bitmap Font, which displays the total points earned by each mouse on scrGame in the AH Points Counter scratch. Bitmap Font gets flipped, because of the way we have coded the orthographic camera to flip. To make it worse, Bitmap Font does not have a feature to flip it. Therefore, we removed the flip on the camera. Now we need to flip all other features, including the buttons. However, the hit detection for the buttons still only responds, when the user presses in the coordinates, where the buttons used to be. This current challenge is still being worked on but should be hopefully fixed in maybe another period of work.

Finally, a third major challenge we have had is with the hitboxes of the sprite sheet. We have long since noticed, that the top of the hitbox of the mice is too large. Scott tried to manipulate the sprite sheet in Photoshop by eliminating the white space and pushing all the mouse images closer together, but that caused major problems with the animation. The animation stutters as it goes across the screen, except for the when the animation moves to the left, which is the only time that the animation moves normally. Now we are working on trying to reduce the hitbox by coding it that in. We were starting to make some progress with this in the last period and are hopeful that this too will be finished in probably just another period.

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

Making the mice grow in AH Grows in ScrFood:

<https://gamedev.stackexchange.com/questions/96823/how-to-resize-animation-in-libgdx>

Hit detection between the mice in AH Game over screen:

<https://stackoverflow.com/questions/11745595/how-to-create-a-rectangle-object-in-java-using-g-fillrect-method>

<https://coderwall.com/p/tgobjg/scale-your-sprites-properly-in-libgdx>

Bitmap Font to display the total points for each mouse and which mouse the winner is in AH Points counter in ScrGame:

<https://stackoverflow.com/questions/12466385/how-can-i-draw-text-using-libgdx-java>

Changing the font colour of the Bitmap Font in AH Points counter in ScrGame:

<https://stackoverflow.com/questions/12762426/cant-change-font-color-in-libgdx>

Passing the points variable from scrGame to scrGameOver in AH Points counter in ScrGame:

<https://stackoverflow.com/questions/40005572/how-do-i-access-one-variable-from-another-class>

General information:

ICS3UI website

Lessons learned from the last two weeks:

1. We have updated our release schedule on Asana. It has been a learning experience these last couple of days, as we decided to first create some new levels and then tackle the snake game idea. A lot of thought and time when into creating this new release schedule, to make it both challenging and realistic. Each new level, up to level 4, has a new challenge for us as programmers and for the user playing the game. After level 4, which brings us to about the middle of May, we plan on returning to the snake game idea. After that, we have not planned much on our release schedule. We are unsure how much time the snake idea will take to figure out and code, as it is a major challenge. Once we have that finished, we will see how much time we have left and what we still want to tackle to polish the game for the end of the semester.
2. LibGDX has many cool features for games. It has been very interesting to experiment with Bitmap Font and resizing images.
3. IntelliJ is an interesting system and even though we haven’t done a lot on it I find that the system is still very cool. Next thing is to go directly from github to intelliJ instead of using the GUI.