**Stickman Punching bag Project Progress Report Milestone Beta**

**Android Development Final project**

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# What Currently Works

As of Milestone Beta, the following is currently working.

* + All from Milestone Alpha
  + Animations
    - The application now utilizes the animations I created.
  + Time Trial
    - Buttons
      * There are now two buttons that the user can use to punch.
    - Pause Button
      * Right now the pause button just pauses the game
  + High Scores
    - Bugs with the High Scores were fixed

# What Needs to Be Completed

The following still needs to be completed.

* + Animations for the stickman testing
  + Implement Pause of the Time Trial Game.
  + Error Catching (Should be done, but needs more testing)
  + Pause and restart game when leaving.

# Modifications of Project from Proposal

Most of the Proposals and Ideas from the Project Proposal are still on schedule to be completed on time. There are not any modifications to the proposal that were not mentioned on the last milestone report.

# Progress Related to Proposed Schedule

The progress as it relates to the proposed schedule is on track, with a few modifications. Those modifications are just the timing of things like the pause button to be complete by now. The project is still on track to be completed on schedule.

# Major Problems Encountered

There was only one big problem that was encountered during work for Milestone Beta. The animations image files caused a OutOfMemory Exception during runtime. I fixed this by decreasing the number of images I use and making the project use a large heap. Besides that, there were only minor problems that were fixed easily.