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Project Progress Report Week #2

A group of people in a room with computers

Description automatically generated

Currently: We put the bones graphics on the screen, stopped the character from going off the screen (set boundaries), let hold down of the keys to allow for multiple moves, created the menu screen for rules, and starting to allow for the collection of the colored bones.

Next week’s plan: To allow for depositing of the colored bones to win the game, creating a text file that logs players who have played or something of the sort because we need to implement fileIO, and refine the code.