**Work in Progress Report 1**

**David and Peter**

**Major Developments/Breakthroughs:**

* We created the background for the menu screen
* We completed the instruction screen and the instruction screen animation
* Created buttons for our menu screen and instruction screen

**Major Challenges/Setbacks:**

* Had issues creating custom buttons
* Had issues editing images and incorporating into our game

**Modifications to the Specifications/Release Schedule:**

* Because of Grondin’s suggestion, we decided to add “1.6 (Saffron City)” to the end of our project and rename it 2.1 (Pokemopolis)
* Remade our release schedule based on 1.6’s change and the addition of a new release for our options screen
* Revised release schedule (see below)
* The starred releases have been modified

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| **Release Name** | **New incremental features of this release** |
| **1.0**  **(Pallet Town)** | **Design Menu Screen and sprites** |
| **1.1**  **(Pewter City)** | **Design Instruction screen** |
| **1.2**  **(Cerulean City)** | **Create instruction animation** |
| **1.3\***  **(Vermilion City)** | **Create an options screen** |
| **1.4\***  **(Celadon City)** | **Get balls to spawn with timers** |
| **1.5\***  **(Fuchsia City)** | **Get balls to move after they spawn** |
| **1.6\***  **(Saffron City)** | **Make balls bounce off boundaries** |
| **1.7**  **(Cinnabar City)** | **Create “Masterball” which is the “boss”** |
| **1.8**  **(Viridian City)** | **Create losing conditions and screen** |
| **1.9**  **(Victory Road)** | **Create winning conditions and screen** |
| **2.0**  **(Indigo League)** | **Add “Survival Mode”** |
| **2.1\***  **(Pokemopolis**) | **\*Make balls bounce off each other\*** |