**Work in Progress Report 3**

**David and Peter**

**Major Developments/Breakthroughs:**

* We were able to get the balls to bounce off the boundaries of our stage after they spawn
* We created the masterball that will act as our tenth pokeball
* We were able to get the pokeball to spawn in one of four directions different (the direction chose is randomized)
* We solved the issue from our previous WIP where only one ball would move at a time on the stage
* We added a counter / timer to our game
* We implemented a simple hit test in game7
* We added a background to our main game

**Major Challenges/Setbacks:**

* The pokeball is an image so it is treated as a square ( this causes problems with the collision detection between the pokeballs and the pokemon)

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

We don’t have any changes to the specifications/release schedule.

**Scratch/Test code:**

Clock – created a “clock” that counts down the amount of time that is left until the next ball will spawn. This also includes a counter that shows how many balls are on the stage (this was added to the game).

**Sources:**

* <http://2oi.sgrondin.ca/>
* http://www.republicofcode.com/tutorials/flash/as3text/