Part 1: Updated Game Document

I haven't made any major changes to my game except for that my background now moves instead of my astronaut. My plan is to just place the space shuttle on one end of the screen so that it is only visible when the astronaut is near it and then not visible when the astronaut is at the other end of the screen. My timeline has shifted a bit; mostly due to the fact that it took longer than I estimated to get my moving background set up. Most of the remaining steps are similar enough to my first game that I should be able to use the files.

Part 2: Updated Project Timeline

- Milestone 1: March 30
  - Have background – 100%
  - Have Space shuttle with screen movement – 100% completed
  - Have astronaut moving on screen – 100% completed
- Milestone 2: April 12
  - Have rocks on screen – 95%
  - Have the astronaut able to pick up rocks – 100%
  - Have the astronaut placing rocks in the replicator and soda being collected
  - Have dinosaurs on screen with thought bubbles – 90%
  - Astronaut can give dinosaurs soda
  - Win screen – 75% completed
    - Set up – text just needs to be input
  - Lose screen – 75% completed
    - Set up – text just needs to be input
  - Intro screen – 75% completed
- Final Game Submission: April 29
  - Have people playtest between April 12 and this date so I can fix any bugs

Part 3: Technical Challenges

I am having an issue with the movement of my astronaut; he is moving at a weird changing pace. I am hoping that adjusting how I define his movements will fix that. The other problem is that the rocks and the dinosaur is moving when it is not supposed to; I think this is a similar fix to the astronaut – this is due to the fact that it is all tied to the window moving across the background. The plan is to define a standard movement function and then call it for all of the pieces that need to be moved.

https://github.com/tkw4063/Game2/blob/main/README.md