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**Work in Progress Report 1**

**Major developments/breakthroughs(reference specific code please):**

* displaying and creating a sprite of a spaceship (Main.java, line 19 and Spaceship.java)
* got spaceship to follow finger (Spaceship.java, line 23-27)
* displayed image of space as the background (Main.java, line 18 and Background.java)
* got the space background to scroll downwards (Background.java, line 30-45)

**Major Challenges/setbacks(reference specific code please):**

* the spaceship “teleports” when the finger is lifted and placed farther away (rather than dragging)
* spaceship is covered up by the finger instead of being “above” the finger (for visual clarity)
* difficulty setting up github, learning how to share files properly, merging projects etc.

**Any modifications to your specifications/release schedule:**

* removed “Awakening 1.2 - graphics: import pictures for spaceship and background” as we decided to just incorporate the images in “Awakening 1.1 & Awakening 1.2”
* moved stock system from “Awakening 1.5 & Awakening 1.6” to later in the release schedule
* added “Awakening 1.4, Awakening 1.5, and Awakening 1.6” which focus on the idea of the spaceship shooting projectiles and object collision between spaceship, projectiles, and obstacles
* removed “Unraveling 1.6: Levels v.3: add in an intermission section after each level ends” per Grondin’s request
* added in Liquidate 1.1 which will add the option of controlling the spaceship by tilt rather than dragging the finger per Grondin’s request
* moved “Unraveling 1.5 & Unraveling 1.6” (focused on incorporating levels) to later in the release schedule
* removed “Unraveling 1.4: Graphics: Images will be added onto the obstacles and power-ups” as we will just use images on the obstacles and power-ups to begin with
* Unravelling 1.2 will now incorporate life packs as well as power-ups
* switched contents of Liquidate 1.2 & 1.3

**Description of your scratch/test program:**

**Describe the generic concept you needed to test out:**

* Background: displaying an image and adding a scroll effect to it
* MovingFinger: move an image of a spaceship using the finger

**Source any web site/book that helped you with that concept:**

Background

* <http://gamedev.stackexchange.com/questions/71198/how-do-i-make-a-background-fill-the-whole-screen-in-libgdx>
* <https://code.google.com/p/libgdx-users/wiki/ScrollingTexture>

**Describe the code and the lesson that you learned from it:**

Background

* displaying an image that fits to the screen (full screen)
* getting the background to scroll vertically

**Describe any challenges that you enjoyed in integrating this scratch code into your major project:**

* layering images from different projects together (order)
* initializing classes within different classes