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**Work in Progress Report 2**

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

* reconstructed project, added in a lot of comments for clarification and also added in references to sources in the code
* created an obstacle that is displayed as an enemy spaceship (Alien,java class file)
* added in collision detection between the enemy spaceship and the player’s spaceship (Alien,java, line 93-94)
* created an independent camera class that can be called by all other classes (Camera.java)

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

* hit detection is buggy because rectangles are not following the sprite (player’s spaceship)
* at the moment the background is at a fixed size (meaning it won’t fullscreen on every device)
* setting up the android studio with GitHub (won’t be able to open projects from Github, have to import the project)

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

* changed “Unraveling 1.5: Scoring System: add scoring system & score to currency converting system” to an earlier version (Unraveling 1.2, right after the stock system b/c they both are tied to collision detection)

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

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

CollisionDetection: tested out collision detection between two squares

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

* <http://stackoverflow.com/questions/12895822/how-to-draw-a-bitmapfont-in-libgdx>
* <https://github.com/libgdx/libgdx/wiki/A-simple-game>

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

* displaying a message using bitmap fonts
* using rectangles as bounding boxes, so that collision can be detected between textures/sprites

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

* the rectangular bounding box is not following the sprite as intended