

This past week we put on the final touches of our project. We added the win conditions and changed the way the game acts a little. We also got the rabbits to be randomly generated on the raspberry pi. We have it set up to where now when you find a rabbit the location and the instrument changes and what that means is when you find a point the next point or location is unlocked or open to find. As for the win condition we have our point or locator of where the user is at as a red circle but when you find a fox the red circle will turn green indicating that you find point. At the end when you find all the points you will be greeted with a You Win message in the top corner and then you tap the screen to exit. We also got the light sensor to now also produce points if you want to like that instead of randomly generating a point. The light sensor will act as a way to manually insert a point now which can make the game tougher and/or funner. We also started to point together our presentation and user manual. But as for next week we will be gonna be getting ready for the first presentation along with continuing the user manual.