Unit 9 – Activity 4 | Daniel Bullock | May 30th 2016 (Status Report)

**Project Progress**

At This current stage in the project, I know what I still have to do and I have the basic code done. All I need to finish is the reading, writing, sorting, searching an array and a file, and finish the story for the game. I also need to program a boss battle method, which will basically just be the battle method, but without the loop that allows you to fight the enemy again, and you cannot run away.

**Activities carried out and completed**

As I said I have the battle method done, but also the experience points method is also finished with a level cap at 100. I also have my player and enemy classes to what I believe is finished and working.

**Issues, problems, or risks**

Some issues I encountered were trying to get the Boolean for making sure the player doesn’t level up every time they encounter an enemy to keep adding (not sure what was wrong with that, but it’s fixed now). I also found it hard to perfect my battle method, but I feel the way it’s built is the best way I could have done it. One risk I’m going to take is that the player reads the instructions carefully and goes to the README.txt file to know how to play. Also that the player does not use the runaway function just to speed through the game, as this works, but then the player becomes extremely under leveled (thanks to Kevin for testing that), so using the runaway function like that only harms the player.