Unit 9 – Activity 6 | Daniel Bullock | June 13th 2016 (Final Status Report)

**Project Progress**

My project was finished in the given timeline, while working on it almost every day since it was assigned. The program now plays by starting the player at a main menu then lets them read a file, sort and search an array, start the game, read the credits, or read the help document. From there the player plays through the game and the level they reach at the end is added to the external file with levels of previous players.

**Activities carried out and completed**

The whole project is now finished, including the battle method, the experience method, the player/enemy class, the reading, writing, searching, and the sorting.

**Issues, problems, or risks**

One issue was actually getting the searching and sorting to work. I had to bring in another array that was an integer array to sort the numbers correctly (as they were read from the file as strings). A problem I encountered was actually balancing the different statistics for the battle method, I think how I did was acceptable. The user can’t really defeat the final boss unless they beat up some early enemies first, which I like. A risk I’m taking is still letting the user run away from the slimes and bears, but this hurts the user in the long run since they are under leveled and will have a hard time beating the boss.