**Unit 3 Status Report**

Date: May 1, {200x}

To: George Peck

From: Edward

Subject: Status Report 4/27-5/1

Accomplishments:

Basic Plot Outline

Basic Tutorial

Basic Map generation (land, water, roads)

Basic Inventory System

Item Catalogue started

Character Attributes created

Damage mechanics (type, critical, RNG) created

Problems/Risks: {What problems occurred or what risks exist that my affect the delivery schedule of the product?}

Implementing Visual system

Implementing movement / control scheme

Cut scene design

Next Steps: {What will you be doing during the next week?}

Creating blocks (levels are 2d arrays of blocks), each block will contain information such as chance to run into traps, monsters, debuffs, etc.

Finishing plot and overall level progression

Finishing Inventory system