**Unit 3 Status Report**

Date: May 1, {200x}

To: George Peck

From: Edward Hu, David Yang, Oliver Dong

Subject: Status Report 5/4-5/8

Accomplishments: {What progress have you made on your assigned tasks?}

Graphics code:

We have created a graphics system for the dungeon system. It incorporates random map generation that generates roads, trees, waters, and plain tiles. In addition, we have developed a mouse listener class that uses coordinates to tell the system where on the dungeon the user is clicking. Finally, we have added an inventory pane that is on the side of the dungeon using border layout.

Art:

We have designed awesome character sprites and landscape tiles. In addition, the story has ASCII art to accompany the plaintext.

Map Generation Algorithms:  
For roads, we used recursion to make sure the road is a winding continuous road. Lakes/ trees were an easier task, with the methods taking in a number to decide the occurrence of the lakes/trees. These algorithms originally output their results into a 2d char array. However, with the graphics class, we have converted the array into an int array, with different numbers meaning different types of tiles. The graphics class will read the number and display the according tile image.

Fighting:

We have started the skeleton of the fighting system. It will have mechanics such as damage type, weapon / defense calculations, and RNG factors (crit chance). We have designed monster types and specific monsters. The tutorial is finished and features the turn base fighting system along with dialogue.

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

Graphics is unexplored territory

Inventory collisions

Time constraints (we have a lot of different things that depend on each other)

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

Finishing the graphics system and connecting it to the other classes such as inventory, fight system, and story reader.