**Unit 3 Status Report**

Date: May 15

To: George Peck

From: Edward Hu

Subject: Status Report 5/11-5/15

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

GUI:

We have finished the player movement system. The player avatar is now able to move and has boundary collision. Before, when the player crossed the boundary, the image would reset to the boundary block. Now, at the boundary, the player is unable to cross the boundary.

The Inventory system is well on its way. We used scrollable menu panes to serve as the inventory GUI. Players are able to select their armor, weapons, items etc.

Game Mechanics:

We have implemented level progression into the game. Monsters now drop EXP, in scalable amounts, to give the game a sense of progression. In addition, the fighting mechanics are now capable of calculating outcomes based on player stats / monster difficulty.

Story / Dialogue

We are adding many quotes for actions, attacks, etc. We have written the story for the first level and are finishing the second.

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

Getting the Focus system to work correctly in the GUI

Consolidating the GUI with the mechanics

Level progression system may be inbalanced

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

Consolidating all of our separate files (GUI, Fighting, Story) into one piece.

Getting the GUI to display fight text

Give the GUI buttons action listeners so they actually do things