**Unit 3 Status Report**

Date: May 22

To: George Peck

From: Edward Hu

Subject: Status Report 5/18-5/22

Accomplishments:

Graphics code:

We have successfully implemented the fighting mechanics with the GUI. Now, the user can click buttons like fight, continue and examine. We have a proper boundary system so the user cannot move around the map freely. We have added a stat panel that displays the user’s hp, experience, and stats. In addition, the inventory panel is now fully developed, and uses scroll down menus to select items.

Main Class:

The main class now fully combines the mechanics, GUI and level generation together. We have modified the GUI files like the inventory panel and the stat panel to take in a Protagonist parameter, and then display the according information.

Art / Graphics

We have started to develop different tile graphics for different level themes, like water and space. We have made many different types of monsters and bosses.

Problems/Risks:

Documentation

We will have to finish all the documentation before the presentation.

Presentation

We need to finish the presentation.

Next Steps:

Finishing the project and presenting.