**Mission Status Report #3**

Date: May 11, 2018

To: **Nikhil Vytla**

From: **Nikhil Vytla, Gautam Kapoor, Jason Gu**

Subject: Status Report Week 3

Accomplishments: Finished grid layout, finished piece/token design, working on implementing networking with a chat box and a fully responsive GUI.

Problems/Risks: Dealt with initial lack of direction. We debated between using Gridworld and developing with Java’s Swing and Swingx libraries, which was a major time-suck for us. In terms of risks with Swing and Swingx, we do need to learn a lot more about implementing animations and responsive GUI, and the time we have is minimal.

Next Steps: We need to integrate the GUI with the basic game rules, map out the winning combinations, and combine the animations we want to have with the grid and the pieces that are currently in place.