**Mission Status Report #4**

Date: May 18, 2018

To: **Nikhil Vytla**

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

Subject: Status Report Week 4

Accomplishments: Finished the basic game functionality, mapped out all winning combinations. Decided to keep the game simple, incorporating 3 or 4-player game mode or incorporating fully functional AI in time would be too hard.

Problems/Risks: Keeping it simple may work against us; we may lose points for not generating

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.