**Unit 3 Status Report**

Date: May 1, 2015

To: George Peck

From: Andrew Si, Chris Cheung, Nathan Lui, Som Pathak

Subject: Status Report 4/27/2015 to 5/1/2015

Accomplishments: Created a group and finished the project plan.

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

Brainstorming and deciding what we wanted to do for our project took up most of our time, and compromises had to be made in order to fit what everyone wanted to create.

We are still not decided on which Java libraries we will be using.

The schedule was created very quickly, so we might realize later that the schedule was too conservative or ambitious. Also, because we do not know very much about the libraries we will use, there might be more work we have to do.

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

* Create class hierarchy and decide what libraries will be used and what methods our classes should have.
* Finish all artwork for the game (character, maps, enemies, projectiles).
* Create hit detection that will work between the character and the map boundaries.
* Complete the combat system and RPG aspects backend structure.
* Complete map generation algorithms and/or finish making maps manually.