**Unit 3 Status Report**

Date: May 8, 2015

To: Mr Peck

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

Subject: Status Report 5/4/2015 to 5/8/2015

Accomplishments:

* Determined which graphics library our group would be using: LibGDX
* Downloaded GitHub and set up project repository
* Character sprites and animation frames are complete
* Figured out all the methods, classes, and so on necessary for the project
* Used UML to create a class hierarchy overview of our project
* Finished preliminary class specification

Problems/Risks:

* LibGDX is a pretty complicated library; hopefully our group can figure it out
* AP testing is ongoing and many members in our group will be unable to invest very much time into the project until testing is concluded

Next Steps:

* Complete the rest of the artwork (maps, projectiles).
* Set up hit detection between character and map boundaries.
* Complete combat system and RPG aspects backend.
* Complete map generation algorithms and/or hand crafted maps.