**Project Malice Status Report**

Date: May 15, 2015

To: Mr Peck

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

Subject: Status Report 5/9-5/15

Accomplishments:

* All four group members successfully set up GitHub to synchronize Project Malice code and handle revisions and changes.
* Started coding for the actual Project Malice project
* Learned how to create and display an animated sprite in LibGDX
* Created splash screen and main menu with functional buttons for “play” and “exit”

Problems/Risks:

Due to AP testing, our group members were unable to invest very much time into the project for the first half of the school week. As a result, our group is now behind schedule and will have to either work faster or cut content to meet the deadline. Already, we have decided to scrap procedural levels and instead have just one arena map with endless waves of enemies; this will mean that we have to spend less time working on maps and will make enemy AI easier to program because there is only one map.

Next Steps:

* Player class has movement and animations complete
* All menus are complete (pause menu, offline leaderboard, controls menu)
* Backend for HP and combat is complete
* Arena map is done
* Hit detection between player and map walls/boundaries is complete
* User can move around the map