**Project Malice Week 4 Status Report**

Date: May 1, 2015

To: Mr Peck

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Subject: Status Report 5/16-5/22

Accomplishments:

* Arena map fundamentals are now finished – the map is generated procedurally every game
* Player and enemy movement and animations are complete (but we’ll probably add in more enemy sprites for the sake of variety during gameplay)
* Player and enemies can now shoot projectiles
* Enemy AI programming is complete
* Combat backend is done
* Collision detection between enemy & walls and projectile & walls is finished
* Game has music and limited sound effects

Problems/Risks:

* On 5/22 we implemented the ability to use the mouse to aim and shoot. However, configuring the game to use the mouse this way has proven to be trickier than expected
* Collision detection between player & walls used to work but a recent change caused it to stop working
* We only have one week left

Next Steps:

* Finish the game. To be more exact,
* Complete all animations, sound effects, and sprites for different enemies and projectiles
* Add art assets into the arena map to make it look more presentable
* Comment all of our code
* Write JUnit tests for all of our code
* Fix existing bugs like mouse aiming and collision detection
* Implement collision detection for projectiles
* Create a final name for our game