**Unit 3 Status Report**

Date: April 29, {200x}

To: Michael

From: Andrew, Michael

Subject: Status Report {4/25 - 4/29}

Accomplishments:

* Planning future assignments
* Creating a shared workspace
* Start working on class structures and sudo code
* Planning out methods that are critical to function and how they interact with each other
* Fields that are critical to information about the class
* Determine potential difficult tasks such as gui and timer

Problems/Risks:

* We don’t have any right now because we haven’t started coding hard classes or trying to finish structure of the game

Next Steps:

* Finish cell class
* board class - two algorithms(mine randomization/blank space clearing)
* Start learning about GUI and timer
* Learn how to open a picture in Java