**Unit 3 Status Report**

Date: May 6, 2022

To: Michael

From: Andrew, Michael

Subject: Status Report {5/2 - 5/6}

Accomplishments: {What progress have you made on your assigned tasks?}

* Split up the classes and get a general idea of what methods we need
* pretty much completed both Board and Cell classes
* created the class diagram flowchart to show how classes interact with each other

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

* We still know too little about GUI. The schedules for GUI might be delayed.

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

* Study creating the board with button GUI and putting a picture on it
* the menu bar and timer GUI
* Write the class Window that will be an actual window that the game will display.
* Study how to display a pop-up window.