**Unit 3 Status Report**

Date: May 4, 2018

To: Mr. Peck

From: Ronit Mathur, Shannon Ding, Jessabelle Ramos

Subject: Status Report 2 [4/30 to 5/4]

Accomplishments:

We have finished the map and character-symbol movement. In the map window we added a counter for the character’s coordinates (ex : Horizontal 2 , Vertical 3), their health, and their damage as they will increase or decrease throughout the game. We began creating monster classes for the player character to encounter. We’ve decided to write the Javadocs as we go for efficiency and to put the stats page under the coordinate counter.

We are also working on the Battle between a monster and the player. The monster attacks with a timer, so we implemented a swing Timer.

Problems/Risks:

We realized the map we created did not use recursion and could not figure a way to do so, so we decided to implement a Set for the monsters. We also decided instead of having an inventory of items that the user encounters health and damage upgrades. We have added more duties and responsibilities because of these changes. We are still struggling to understand how to make a GUI for the battles. We are especially struggling over how to organize the GUI classes (which class to implement logic in, take user input, paint the GUI, etc.)

Next Steps:

Next week we will continue working on the GUI and documentation. We also need to begin the J-Unit tests and randomization of the spawning of monsters and upgrades.