**Unit 3 Status Report**

Date: May 11, 2018

To: Mr. Peck

From: Ronit Mathur, Shannon Ding, Jessabelle Ramos

Subject: Status Report 3 [5/4 to 5/11]

Accomplishments:

As we continued with adding monsters into the game we changed the attack and defend system so that the monster and the player take turns to attack each other. In order to keep balanced the player’s blocking is dependant on a percentage chance depending on the type of monster. We have almost completed the windows needed for the battles, it has buttons, battle logic, and a place for visuals which we’ve put a health bar.

Problems/Risks:

We had a problem with placing images with buttons as the frames were not compatible with each other. We debated making the battles have 2 windows, one for health/images and one for the buttons (attack and block) however we were able to merge the two into one window with JPanels. We also had a problem getting the buttons to work however with some research the buttons successfully execute what we want them to do. Another problem we had was closing windows at the correct time, instead of them all closing at once when the battle ends. We were able to fix this and must make it so that when the battle ends it closes the windows and when the battle is going on the player cannot move.

Next Steps:

Have a delay when the monster attacks after the player takes their turn (so it feels more turn based and less instantaneous). Determine where the exit will be. Adjust monster difficulty as well as spawn rates. Implement the block feature. Figure out how to implement multiple monsters with varying damage and health values. Have the windows close at the correct times as well as have the player not be able to move when the battle is going on. Create an experience system after a player successfully kills a monster. Create an inventory possibly or a list of potions (there’s currently no way for the player to regain health). Possibly create visuals and write tests.