**Unit 5 Status Report**

Date: May 11, 2018

To: Mr. Peck

From: Ronit Mathur, Shannon Ding, Jessabelle Ramos

Subject: Status Report 4 [5/11 to 5/18]

Accomplishments:

We added new monster classes and fixed all window closing problems. The battle window now has a health bar and numerical value of health. We have begun jUnit testing and created a end battle screen. We also had the map symbols change on the path the player has taken, making it so that monsters do not spawn in a place you have already traversed.

Problems/Risks:

We have to figure out how the game ends and what the windows do when it does. We are most likely going to have the game exit at player death. We had some window problems but we were able to fix them.

Next Steps:

We have to start creating the presentation as well as continue with jUnit testing. We are going to change how monsters spawn, having a list of monsters cycle through to increase difficulty as well as fully integrate the new monster classes we created. We will create a way for the spawn rate of monsters increase as the game goes on. We have to decide a way for the game to end as well as add the exit.