**Unit 3 Status Report**

Date: April 27, 2018

To: Mr. Peck

From: Ronit Mathur, Shannon Ding, Jessabelle Ramos

Subject: Status Report 1 [4/23 to 4/27]

Accomplishments:

We chose an idea to pursue for our project : a scavenger hunt-esque game where players navigate a map/field of symbols, encounter items and enemies, and try to find the exit or a certain item. Shannon is in the process of creating and testing spawning a new window on users’ computers for the map. We also set up Github to share code.

Problems/Risks:

We currently do not know how we will execute certain aspects of the project (such as using a stack as opposed to a queue) or how to do them in general, such as creating a GUI. We need to learn how to manipulate the window that opens when users move on the map.

Next Steps:

Next week we will begin the brunt of the coding. We aim to finish creating the map, having it open in a separate window, and moving the character symbol by pressing through arrow keys.