

March 12, 2018

Prof. Mark Baldwin
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Golden, CO 80401

Professor Baldwin,

On behalf of our entire team, we would like to say thank you for the continued support of our ventures and the creation of our game. We have officially laid the groundwork for most of the major gameplay mechanics and have hit some snags in others and want to continue to keep you informed on our production process.

Overall successes for our group include the addition of a much needed inventory system, multiple different enemies (including a boss who's rough concept we have figured out, but not the finer details), and types of firearms in production and have been completed. Unfortunately, the process for creating and randomly generating rooms continues to be a hassle, but we believe that we have found a solution using a 3rd party roguelike room generation script which we will be testing and releasing with the next update.

In the end, we are excited that the possibilities and extended break will be able to bring for the production cycle of our game. We feel that this next step in the development cycle will be the largest to date and hopefully will continue to appease expectations. Once again, we appreciate your support.

Respectfully,

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