**Status Report #1**

Date: May 1, 2015

To: George Peck

From: Aditya Kotak, Rahul Sarathy, William Wang

Subject: Status Report #1

Accomplishments: In this past week, we have decided that we will be creating a Monopoly game as our final project. To accomplish this task, we have had 3 team meetings and discussed strategies to create the game. We have analyzed the rules of the game and have thought through which classes, data structures, and code we will need for the project. We also began mapping out all our classes in Google Drawing. We will use this drawing for our preliminary specification.

Problems/Risks: The biggest risk we are facing right now is organization. Right now we believe that we need 20 different classes/interfaces for our entire project. Therefore, we are ambivalent that we will really be able to finish and be able to keep track of all of the methods in all of the classes. Moreover, we have never really done a CS project this complicated so we also think we are at risk of making numerous mistakes along the way, wasting precious time and possibly falling behind. Those are the two main problems we may face.

Next Steps: For the rest of next week, we are going to keep on working on our Preliminary Specification. We will not be writing any code in the week to come but rather will map what exactly is needed in each class and which methods are needed to create the Monopoly game. Specifically, we want to focus on the Class Design, Form Design, Design Review, Game Control Integration, and Main Form Design as per the schedule given to us by our teacher. We hope that the next week we can really focus in on the details so coding the project will be a lot easier with a clear goal for what needs to get done.