**Status Report #3**

Date: May 15, 2015

To: George Peck

From: Aditya Kotak, Rahul Sarathy, William Wang

Subject: Status Report #3

Accomplishments: In our preliminary specification, we created a comprehensive list of methods, variables, and objects we needed to prepare. This week we laid out all the classes we planned out in our preliminary specification. After declaring the necessary classes, we began to write code. We set up a system on Dropbox that would allow easy access to all members of the team. The system encompasses one common shared folder for all the members and each member also has his own folder to personally work on the project. Then whenever a member wants to work on the project, other members’ work does not get overridden. Instead, the individual files can be updated and the member can notify the team to copy over those edited files to their respective folder so the updated classes are in everyone’s folder. After setting up this system, we began working on the project and have coded thus far the Gameboard class, the TaxSpace class and various more classes based on our preliminary specification.

Problems/Risks: The biggest problem we foresee is that making sure we have coordinated code that will work when compiled together. Because we are working separately, merging together all the code to work as one comprehensive project will be tough. Also, we have really only planned up to make the game itself but have not made much progress on the GUI components or the AI component. This may become a large setback in the near future because even if our game works, we need to have these components for the final presentation.

Next Steps: In the next week, we plan to finish most of our coding for the project. We also plan to create a detailed preliminary specification for the AI and GUI parts of the project and will work on compiling a final specification to effectively summarize our entire project. We hope to make considerable progress in these areas so we can help finish out this project and then focus on our final presentation.