**Status Report #4**

Date: May 22, 2015

To: George Peck

From: Aditya Kotak, Rahul Sarathy, William Wang

Subject: Status Report #4

Accomplishments: In this final week, we made great progress in finishing the project. Most of our main engine has been completed for the Monopoly game. We worked on the GameBoard and Player classes that would help run the main core of the game. After that, we worked on the JailSpace class and the GoJailSpace class in order to implement the jail aspect of the Monopoly game. After that, we worked on PropertySpace, UtilitySpace, and RailroadSpace which would keep track of buying properties. To get all of this done, we also coded the Bank method which would keep track of money transactions. Finally, we worked on the House class and the CommunityChest and Chance classes to get the final details. We also got a start on planning the AI of our game and the GUI. Lastly, we began documenting all of our work.

Problems/Risks: The biggest problem we are facing right now is meeting the deadline. We chose the earliest date possible to present but we still have a good amount of work left to do. Additionally, besides just the code aspect, we have no really planned out our presentation so that is another huge problem we will need to tackle in the next couple days. If we can not solve these problems, we are in serious risk of getting a bad grade on this project.

Next Steps: In the next couple days, we need to finish the House and Card classes in order to have a complete engine. We need to make sure there are no bugs in our code as well. After that, we need to create a GUI and an AI to play against. Finally, we need to finish documentation and create a powerpoint presentation to present to the class. Another component of this project is the Final Specification that we need to do based on our preliminary specification. All of this work needs to be done by Tuesday, May 26.