**Status Report #1**

Date: May 1, 2019

To: Mr. Fulk

From: Ajeet Kotturu, Matthew Wang

Period 4

Subject: Status Report #1

Accomplishments: We are mostly finished with each piece class and the piece interface. We created many different method in the piece interface that are used in each piece class such as getLocation(), getPlayer(), getBoard(), etc. We also started the gameBoard class and created a two dimensional array that has the positions of the gameBoard. We created a fillGameBoard() method that fills the gameBoard with certain pieces. We created a location class that gives the x and y coordinates of a piece on the gameboard.

Problems/Risks: We did not consider some game factors that would affect the game such as contact between a player and its opponent’s pieces, which piece belongs to a player, and a proper location of a piece. Because of this, we needed to rethink the classes that are needed to make the game work. We also needed the create more classes such as the attack class and the move class so that the other classes can work correctly.

Next Steps: Next week, we plan to get the game mechanic finalized. We also want to get the game to work so we can start working on the GUI. If we have extra time, we might start the menu and the game over class.