**Status Report #2**

Date: May 8, 2019

To: Mr. Fulk

From: Ajeet Kotturu, Matthew Wang

Period 4

Subject: Status Report #2

Accomplishments: We are almost finished with the game mechanics. We are finished with each piece class and the piece interface. **Ajeet** created the abstract class GamePiece that implements the piece interface. Instead of implementing each piece class with the Piece Interface,he decided to make each piece class a subclass of the GamePiece class. For each piece class, **Ajeet** added the toString method. For each piece class, **Matthew** added the methods getHealth, getAttack, setAttack, reduceHealth, possibleMoves, and pissibleAttacks. **Matthew** and **Ajeet** both made a PieceType enum and a method getPieceType in each piece class that returns a PieceType value ONE, TWO, or THREE. **Ajeet** finished most of the game gameBoard class. He made two GamePiece arrayLists and getter and setters for the GamePiece arrayLists. **Matthew** created the Attack class, the Move class, and the Contact class. **Ajeet** started working on the JUnitTest for each class. He finished testing the constructors of each piece class and the location class. Both **Matthew** and **Ajeet** have started looking at ways to implement the gameGUI.

Problems/Risks: We did not realize the amount of times we wrote the same method in each piece class. Because of this, we had to make another class that would store all these common methods so that we do not have unnecessary code. We also did not notice that making three boolean methods in each piece to see what piece it is was unnecessary. Because of this, we had to redo the method so it runs more efficiently. Also, the implementation of the GUI will require learning how to use JFrame and JPanel java libraries.

Next Steps: Next week, we plan to finish the JUnitTest. We also want to start working on the GUI. We are hoping that we can start coding the menu and the game over class as well.