**Status Report #3**

Date: May 20, 2019

To: Mr. Fulk

From: Ajeet Kotturu, Matthew Wang

Period 4

Subject: Status Report #3

Accomplishments: Matthew and Ajeet have finished working on game mechanics, and we are almost done with the JUnit tests for the individual methods of the mechanical classes. Matthew removed the attack and move class and put them inside of the pieces. Matthew and Ajeet have started learning how to create the GUI and how to utilize elements of JFrame. So far, Matthew has created the overall framework of the GUI, and Ajeet has started to create the images associated with the pieces. The GUI consists of the main JMenu, and it will use a seperate PNG file to load the positions of the pieces. The gameboard (12 x 12) and the creation of the individual tiles have also been finished, and the next step is to implement the pieces and move and attack functions.

Problems/Risks: Time can be an issue as the GUI took a lot longer than we expected it to be. Also, we are learning a lot of new material, so we aren’t always sure how to implement the different elements of the GUI. Even though we have finished the game mechanics, we aren’t exactly sure how to translate the 2D array containing all the pieces to the game GUI. We have created a Grid with separate identification for each square, but we are not sure how to implement the piece functions and the images for the pieces.

Next Steps: Next week, we plan to finish the GUI and work on the AI that plays against the player. If time permits, we will also include a main menu.