**Status Report #4**

Date: May 24, 2019

To: Mr. Fulk

From: Ajeet Kotturu, Matthew Wang

Period 4

Subject: Status Report #4

Accomplishments: Matthew and Ajeet have finished working on part of the GUI and we are close to finishing the JUnit tests for the individual methods of the mechanical classes. We felt that a 12 by 12 gameboard was too large so we made a smaller game board with dimensions 8 by 8. Matthew has learned some new tools that helped him with creating the GUI. Matthew utilized the GUI tools to creates a game board with dimensions 8 by 8. The game board looks like a chess board which contains the classic checkered pattern of white and dark brown. Ajeet learned a few new methods to help test the methods in the JUnit. He also finished creating the images for each gamePiece. Matthew used these images in the GUI class for each player piece. Matthew has been able to load the pictures into a buffered image and make the images appear on the gameboard in the correct locations according to the two dimensional array. Matthew has started working on the click functions to move the pieces, and ajeet is making the last adjustments to game mechanics, including taking out contact. The GUI consists of the main JMenu containing the tabs LoadBattleZone which will load the game and exit which exits the game. The gameboard (8 x 8) and the creation of the individual tiles have also been finished, and the next step is to finish the implementation of the click functions associated with attack and move and start working on a method that will determine the player’s piece.

Problems/Risks: We thought we would be able to finish the JUnit but it took lots of time to make the test methods and there a few methods that still need to be tested. Like last week, 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 creating the GUI game board and the pieces, we need to figure out how to implement the moves and attacks for each piece. We also need to find a way to implement the mouse click functions.

Next Steps: Next week, we plan to get the finish touches to the game. We also hope to make a menu and a gameover screen. If we have time we might work on the AI.