**Status Report 3**

Date: May 17, 2013

To: Mr. Peck

From: Akshara B., Henry W., Albert H.

Subject: Status Report 3

Accomplishments: This past week the team finished majority of the code. First we created a outline of the classes, then we wrote code for networking, graphic user interface, and implementation of the game. We have improved the user friendliness of the GUI and how data would be handled in and between the different classes for efficiency. We have started to test the functionality of code we finished. Although we have encountered a few bugs and problems, we have solved most of it.

Problems/Risks: A few bugs still remain in the program. The methods of loading images are different between loading from file and loading from folder, it might be tricky to get it to work perfectly. For game implementation, most of the time a player spends is going to be waiting for other players to make a move. We will have to find a way to engage the player.

Next Steps: Our goal for next week is to finish all the coding and to flush out all the bugs in our program. Most of the time spent is going to be working out small details of the GUI.