**Unit 3 Status Report**

Date: May 1, 2014

To: Mr. Peck

From: Patrick Lee and Charlie Huang

Subject: Status Report 5/2/14 Period 2

Accomplishments: {What progress have you made on your assigned tasks?}

This week we decided the design features of our project.

We will improve the grid world Othello project by making a smarter Artificial Intelligence, adding networking, and improving the user interface.

We have investigated the design for the Artificial Intelligence for the game and have decided on 3 tiers of difficulty for the Othello game. We will use minimax for hard, simple priority decision making for medium, and the stupidComputer “intelligence” for easy.

Problems/Risks: {What problems occurred or what risks exist that my affect the delivery schedule of the product?}

Lack of understanding of networking, artificial intelligence . . . etc

Large amounts of post-AP projects may also hamper timely delivery.

Next Steps: {What will you be doing during the next week?}

Implementing the AIs and doing basic improvements to the user interface.