**Unit 3 Status Report**

Date: May 9, 2014

To: Mr. Peck

From: Patrick Lee and Charlie Huang

Subject: Status Report 5/5/14 ~ 5/9/14

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

We have completed the hard and medium artificial intelligence and have begun working on cleaning up the game window.

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

As of right now, the main problem would be not knowing how to implement saving one’s game and not knowing how to make the game run smoother. Nothing should slow down our progress for the next week.

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

Next week, we will be working on cleaning up the GUI and adding a menu to select difficulty.