**Super Othello Game Status Report**

Date: May 16, 2014

To: Mr. Peck

From: Patrick Lee and Charlie Huang

Subject: Status Report 5/12/14~5/16/14

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

We got the basic networking system coded although it doesn’t work 100% yet (it gets that the two are connected but it does not place the move if you click somewhere on one computer).

Last week we said that the hard AI works, but it doesn’t work yet and we are still working on that.

We got the GUI to select the difficulty, number of players, and player name. We have also removed the buttons at the bottom of the grid (step, run, stop, and the slider for slow and fast).

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

Not completely able to figure out the hard AI and not able to debug the networking code.

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

Cleaning up the AI and debugging the hard AI and networking portion of our code. We might add in a “New Game” button where the buttons for step, run, stop, and the slider were at.