**Super Othello Game Status Report**

Date: May 23, 2014

To: Mr. Peck

From: Patrick Lee and Charlie Huang

Subject: Status Report 5/19/14~5/23/14

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

We have made the GUI for the OthelloGame smaller so that there is no gray space in between the edges and the game itself.

We have also made the color of the board green, pieces black and close to white, and we made the lines a little darker to be more pleasing to the eye.

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

We cannot figure out how to make our Pick levels GUI open up OthelloGame with the game running perfectly fine. Aside from that, we also cannot figure out networking completely or figure out minimax AI.

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

We will figure out the minimax AI, write the JUnit and make Pick levels GUI open up OthelloGame correctly. If that does not work, we will remove pick levels.