[Insert Title Here] Status Update

**Progress:**

Progress on the actual game has yet to begin. However, I have taken this time to do various tests on different features that I will include in the game. I compare these to case studies Monet performed on various water floras prior to his painting of some of his most famous landscapes. I have completed the following tests:

* Movement Test – Framework for sending commands over network connection
* Map Scroll Test – Idea for writing entire map to an image that can then be translated around for map movements…unfortunately the computers cannot handle this. Therefore, I will resort to progressive rendering for map drawing to hopefully speed up gameplay a little bit
* Building Place Test – Custom cursors and building placing based on mouse position

I have also experimented with animated buttons, but I will continue my efforts for that once the actual game is completed. They are only necessary for aesthetics.

I have also worked on developing theory behind this to (hopefully) minimize class interdependence. I will begin work on those shortly.

Many constants will be required and I will store these in a text file to be read in at runtime.

**Issues:**

School computer memory…and horrible networking too…

No true issues since I have not begun all-out programming on this project. More will certainly come up, but I will resolve them as I encounter them.

Main issue is not having a name for the game…