[Insert Title Here] Status Update #2

**Progress:**

Other than the fact that I still lack a title for the game, development is moving along nicely. Units can be trained and money is deducted. On that front, all that remains is to put proper checks in place (kill units if health drops to zero, don’t allow events if money is not adequate). Framework is mostly in place, with methods being added as necessary.

My next step will be to allow map scrolling. I plan to completely overhaul all of my display code in order to determine proper global location. Map scrolling will be handled at the edge of the map. Minor changes will also include keeping units from marching over water. Speed and prices also need to be adjusted accordingly.

As you can see from my calendar, my project should be done with plenty of breathing room to allow for changes if necessary. I believe that I am on-track to finish this game before the deadline.

**Problems:**

The biggest problems I have faced thus far are the issues of memory and accessing XML files. For memory, I fear that once I have everything running with images, my game will process slowly. Hopefully my fears are ungrounded.

As for the XML file, I still need to look into what I can do to resolve this. I cannot get a file using getClass().getResource(), so I must find some other way.

Lastly, I still need a name…I’m considering “Strife among Brethren”, but that sounds like a bit of a mouthful.

In order to access my code, you must open the FinalProject folder in Netbeans. Code can be reached in Windows Explorer using /FinalProject/src/finalproject. The runner you want to use is the GameFrame runner. Uncomment to see the startup screen, or see what I have so far in the actual game with GameFrame.