**Status Report #1**

Date: April 29, 2016

To: Development Lead {or Project Manager}

From: Bryan Wu

Subject: Status Report 4/25-4/29

Accomplishments:

World Class – generates map, spawns characters

Player Class – completed bare-bone attributes – hitpoints, position, movement speed

Enemy Class – same as player

Tile – created parent class for 3 types of tiles to inherit basic constructor and methods

Problems/Risks: We have not encountered any problems yet.

Next Steps: Create and implement GUI for World and Tiles