**Status Report #2**

Date: May 6, 2016

To: Development Lead {or Project Manager}

From: Bryan Wu

Subject: Status Report 5/2-5/6

Accomplishments: We are now able to successfully generate the game world with a variety of tiles and chambers. We are now also able to move the player around the generated world with collision detection.

Problems/Risks: We had a problem with Dropbox sharing capabilities that sometimes inhibited some group members from working on the project. In addition, working on the project at the same time created errors from conflicting copies of files.

Next Steps: Complete *Bullet*, *Boss*, *Enemy* and a point displayer. We also plan to implement enemies and shooting into the game next.