**Status Report #3**

Date: May 6, 2016

To: Development Lead {or Project Manager}

From: Bryan Wu

Subject: Status Report 5/9-5/13

Accomplishments: We are now able to use arrow keys to navigate the world map. A limited field of vision has also been implemented and the player is now able to drop bombs that form caverns upon explosion.

Problems/Risks: AP Testing made our group members MIA quite a bit.

Next Steps: Sprites will be added to spice up the game graphics.