**Status Report #4**

Date: May 20, 2016

To: Development Lead {or Project Manager}

From: Bryan Wu

Subject: Status Report 5/16-5/20

Accomplishments:

* Sprites added make game pretty.
* Enemies added
  + Enemies attack the player when 1 tile adjacent to player
  + Enemies are spawned randomly with the map
  + Enemies roam the map randomly
* Trap tiles instantly kill the player if within 1 tile of trap
* Gold tiles now give the player gold if destroyed by a bomb
* Cooldown time added to bomb deployment by player

Problems/Risks: Need to update global variables that haven’t been made private in order to reduce clunkiness of code.

Next Steps:

* Bullets will be implemented for players and enemies to use.
* Countdown timer display will be added to game
* Escape tile will be added
* Potential additions:
  + Win/ Loss screen
  + Gold amount display
  + Menu
  + Highscores