# Status Report – Week #

## Tasks Completed

*Brandyn*

* 1
* 2
* 3

*Bruce*

* 1
* 2
* 3

*Danny*

* 1 AI: Designed and developed Flee and Wander behaviour for enemy ships
* 2 AI: Upgraded the AI Seek behaviour to the new ship movement features
* 3 AI: Designed and implemented the AIPlayer class
* 4 AI: Added AI ship players to the gameplay
* 5 Added chat to the game
* 6 Designed and implemented a simple world map with a couple of buildings

*Ira*

* 1
* 2
* 3

*Ryan*

* 1
* 2
* 3

## Scheduled Tasks

*Brandyn*

* 1
* 2
* 3

*Bruce*

* 1
* 2
* 3

*Danny*

* 1 Improve the AI behaviours
* 2 Implement the LAN capability for multiplayer game
* 3 Improve the lag issues for the client-server components

*Ira*

* 1
* 2
* 3

*Ryan*

* 1
* 2
* 3

We, the undersigned, verify that the contents of this document are accurate.

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