

Unit 3 Status Report

Date: April 21, 2020
To: Mr. Kwong
From: Lucas Liang, Max Karpinsky

Subject: Status Report Week 1

Accomplishments:

Completed project plan and figured out our approach to creating a simpler mario game.

Problems/Risks:

- creating gravity in the GUI so jumping works
- placing all the objects like the ground, spikes, the player in the map
- the scrolling left and right of the map when the player moves
- interaction with health if player jumps on spike
- proper separation of classes to make the design object oriented
- figuring out how to tell java where the ground is when it changes height

Next Steps:

Begin coding the project.

