

Unit 3 Status Report

Date: 5/12/20
To: Mr. Kwong
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Subject: Status Report Week 3

Accomplishments:

- finalizing project setup and our approach to combining all game elements
- coding the player class and certain classes for game objects
- implemented the frame of the game
- started to implement basic movement including gravity
- learned how to analyze input

Problems/Risks:

- partners fully understanding the other's point of view
- deciding if certain classes may be irrelevant and reworking our object-oriented design based on changes
- displaying certain game objects on the map
- Had to figure out where we would analyze input
- How mini-mario class will execute the game.

Next Steps:

- finishing the classes
- need to implement the enemies
- writing the execution code for the full game, combining all the elements we built
- debugging

