**Unit 3 Status Report 2**

Date: May 4, 2020

To: APCS Mr. Fulk

From: Jeffrey Lee and Raeed Azom

Subject: Status Report Week 2

Accomplishments:

* Jeffrey Lee:
  + Researched the alternative methods to use Java to develop the game
  + Focused on developing an idea on the overall structural design of the game and how classes will interact
  + Located and determined assets and resources (and where we can get resources)
  + Tested various code and resources in order to reinforce the foundations, structure, and mechanics of the program
* Raeed Azom:
  + Began creating the GUI aspect of the game, including rooms.
  + Generating ideas for implementation of various parts of the project.
* Group:
  + Divided our roles to be more specific to which classes and which components of each class each of us will be focusing on
  + Reinforced our understanding on how this game will be implemented and how the game will function
  + Clarified the finer details of the game and how they will be implemented

Problems/Risks:

* We may have different ideas on the game’s graphics implementation, mechanics, and functionalities
* Working separately, we may develop code that may not function together properly
* Some details and guidelines may not be entirely clarified or reinforced at the moment
* Although the foundations have been established, if it is discovered that it does not work as intended, (although unlikely) we may need to redo a lot of our work

Next Steps:

* Develop the game (Beginning with the basics and interacting more often as it becomes more complex)
* Locate more assets as necessary
* Continue to research as necessary