**Unit 3 Status Report 2**

Date: May 11, 2020

To: APCS Mr. Fulk

From: Jeffrey Lee and Raeed Azom

Subject: Status Report Week 3

Accomplishments:

* Jeffrey Lee:
  + Established the foundations of the entities / characters types
  + Completed a basic implementation of the enemy’s AI
  + Completed a basic implementation of user key input for player movement
  + Prepared methods and functions in preparation for future development of other functions (such as scoring, difficulty, etc.)
* Raeed Azom:
  + Completed the room design and structure
  + Utilized multithreading to make different animations move separately
  + Connected the project to github for easier pushing and pulling
  + Began implementing entities and passable/not passable tiles
* Group:
  + 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
  + Clarified and established how the functionalities of the game will cooperate with the GUI
  + Implemented functions that will enable the development of future implementations

Problems/Risks:

* Working separately, we may develop code that may not function together properly
* We need to locate assets that can provide for the animations in which we hope to implement, at the moment, the assets may be insufficient
* There may be issues or functions of our code that may interfere with future implementations and code development

Next Steps:

* Make it more than just a level (menu, end screen, etc)
* Develop generator for “endless/multiple” levels
* Complete scoring and score board
* Implement an attack and health system
* Add more animations for any additional functions
* Documentation
* Optional: Locate sound / music assets