**Unit 3 Status Report 4**

Date: May 18, 2020

To: APCS Mr. Fulk

From: Jeffrey Lee and Raeed Azom

Subject: Status Report Week 4

Accomplishments:

* Jeffrey Lee:
  + Began developing implementation for multiple screens (with focus on the menu screen)
  + Developed a basic attack / health system
  + Began developing implementation for infinite levels
* Raeed Azom:
  + Refined movement and attack system
  + Worked on implementation of a healthbar that changes according to player health
  + Made enemy AI more fair and random, while still being scalable
  + Completed design of room and refined core gameplay
  + Added score mechanics that update upon killing an enemy
  + Created effective ways of dealing with entities that are on the field, e.g. removing entities upon death and moving them around
* Group:
  + Improved various mechanics and functions
  + Located more assets for additional implementations
  + Laid out the foundations for the scoring system
  + Allowed user to kill and remove enemies from the level by attacking

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
* Less progress was made than expected, the amount of work will need to be compensated for in the next several days

Next Steps:

* Fully develop the menu and end game screen
* Develop generator for “endless/multiple” levels
* Complete scoring and score board
* Refine the attack and health system, focus on starting and ending a game
* Add more animations for any additional functions
* Improve on any mechanics
* Documentation
* Debugging
* Optional: Locate sound / music assets