

Title:

Spooky Town

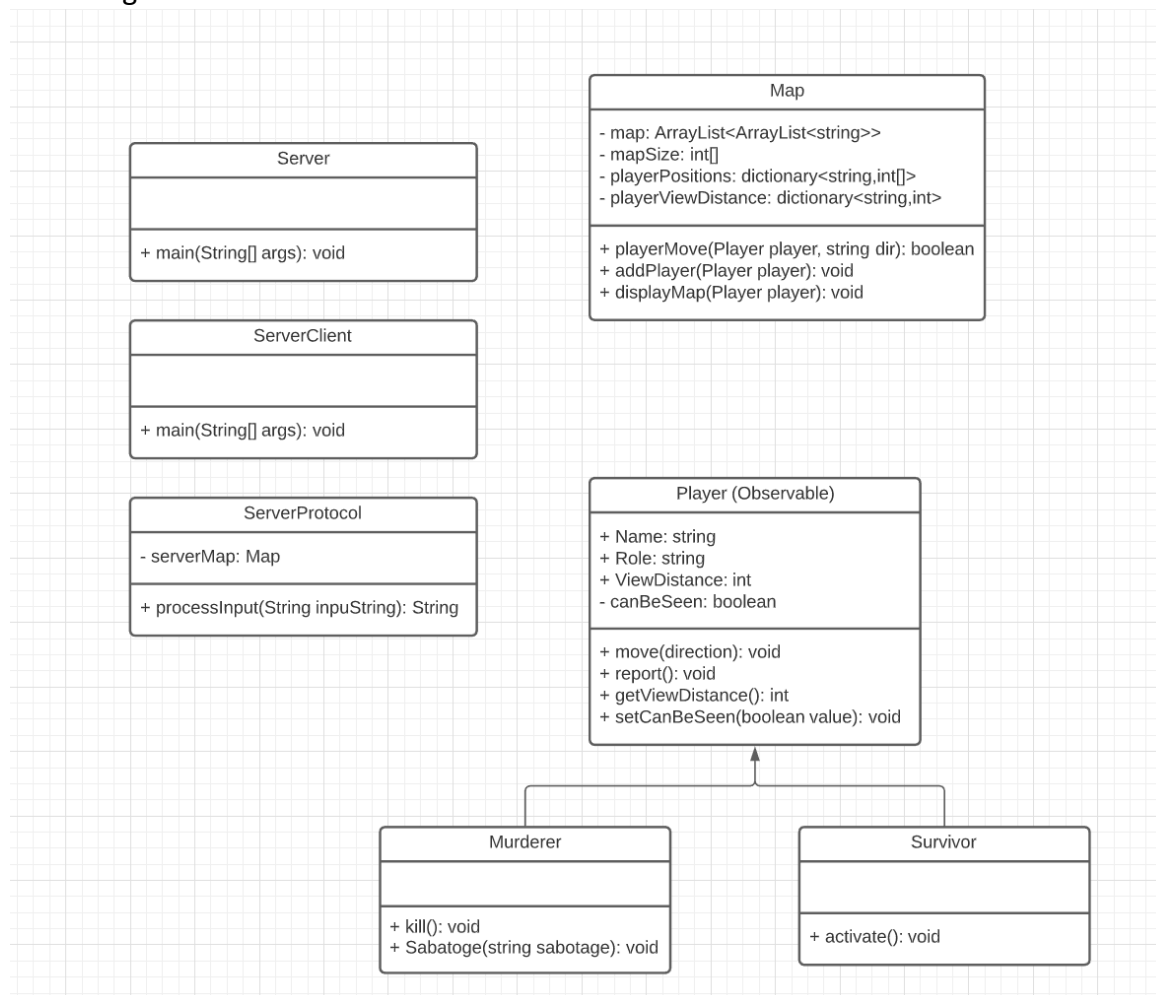
Team:

Chandler Garthwaite, Tanner Slemmer, Kolin Newby

Status Summary:

- Work Done:
  - The server is now able to contact clients and keep track of events not associated with the game. Just a demo version. As for the players we have all the functions fleshed out for each player as well as an open-ended observable point that will be integrated with the server to make changes. As for individual work, Tanner has gotten the demo server down and ready to be integrated, Kolin has implemented a map design with a default map, and Chandler has implemented the classes for the players added the inheritance and observable endpoints.
- Changes:
  - The only current changes that have occurred is the placement of the ghost class and instead of it being a specific class and worrying about all the required work. An easy solution to that specific problem is just allowing us to change if the player is visible or not.
- Patterns:
  - Currently we have the observer pattern being implemented with the player classes. However, they are currently not being observed yet.

## Class Diagram:



## Next Iteration:

Our final iteration will include connecting the observable classes to the observer, updating the map based off movements, final iteration on map implementation described in our proposal (Allow movements, checking locations, personalized map).