**Unit 3 Status Report**

Date: May 1, 2013

To: Mr. Peck

From: Linda Doong, Angela Li

Subject: Status Report 1

Accomplishments: {What progress have you made on your assigned tasks?}

The tile classes have all been created along with their respective gifs and Gridworld has been successfully referenced. We have started a draft of the infrastructure of the game, deciding the types of classes and how each component will be referred in the final product. We have begun to create a GUI for the Scrubble game so we can hopefully start testing and refining the basics of our game.

Problems/Risks: {What problems occurred or what risks exist that may affect the delivery schedule of the product?}

There were problems concerning the images of the Scrubble tiles. It was difficult to find a picture of every tile and then put in the correct gif format. We also had trouble deciding how the user will access his tiles. We know that we will ultimately need a data structure, but we have difficulty figuring out how to display this portion to the user. Also we have yet to decide how the game board will be set up. Since there will be different colors determining the point multiplier bonus, we don’t know whether to create a grid and fill it with default tiles or somehow make a grid display and array of colors. Lastly, creating an array of letters for the user is not difficult, however, displaying and accessing the information from separate classes worries us. (me)

Artificial intelligence is something we have not considered. However, if the human user class is done correctly, the computer class shouldn’t be hard to create.

Next Steps: {What will you be doing during the next week?}

We will continue to modify the GUI to replicate the real game of Scrabble, as well as deciding exactly how the human and computer players should work. We will definitely continue to refine the draft of the classes. Also, we will read the source code from Duke University’s Boggle to attempt to incorporate their binary search trees to immediately find whether a word is valid as the user is inputting the tile. We will also try to harvest some of Boggle’s documentation and resources to see whether we can utilize some of the resources given to us.