**Unit 3 Status Report**

Date: May 6, 2013

To: Mr. Peck

From: Linda Doong, Angela Li

Subject: Status Report 2

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

We have finished creating a board that is not colored by placing tiles on it (as we originally designed it) but by manipulating the grid itself. This allows us to treat the board like any other GridWorld application instead creating a list of cases as to how the letters will affect the behavior of the colored tiles. We have explored the structure of the GUI itself and began to manipulate and tune that code to fit our needs.

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

We had a lot of trouble figuring out how the board should be made because some spaces needed to be colored for extra points. For instance, Angela first created the board and put colored tiles on it. However, during the discussion with Mr. Peck, we went through several strategies of how the board should be made. In the end, we decided to alter the grid so that the grid colored itself and there were no tiles. That way, it made more sense, because colors should not be tiles.

Linda will face the task of coding the functions of the three main buttons of our application. She had some doubts whether to rewrite the structure code itself or create a new GUI. Eventually, after discovering that she is unable to place a grid into a GUI she created, she decided that we would have to manipulate the superstructure.

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

We hope to begin programming how the user will interact with the application as well as develop an artificial player. By the end of next week, we will figure out a way to place the tiles onto the grid and determine whether the placed word is valid or not. Most likely we will obtain an external file of valid English words and read the information into a hashmap so that the searching of the word will be as quick and efficient as possible.