**Unit 3 Status Report**

Date: May 15, 2013

To: Mr. Peck

From: Linda Doong, Angela Li

Subject: Status Report 3

Accomplishments: {What progress have you made on your assigned tasks?}  
Angela has downloaded a text file of all valid English words and loaded them into a HashMap for effective word-checking. I have begun to manipulate the MenuMaker class in Gridworld’s GUI so that the drop-down menu that appears when a location in the grid is right-clicked will display the tiles that the player can insert into that particular location instead of the original display of methods, constructors, and objects.

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

Angela had trouble with finding a legitimate text file of all the words (some files were missing words, while others had too many words that were not needed), and also had some trouble with the Scanner class. I found the classes of Gridworld to be stressful. It was difficult reading the code in GUIController and MenuMaker and making sense of what the code did. Also, the majority of the classes used generic variables, but I needed to be able to access the methods of my non-generic classes. I didn’t know if I should cast the variables, but I knew that I definitely should not make the classes ungeneric because that would change too many other things.

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

Angela will begin programming the code for the exchange() method, which allows the player to exchange any amount of tiles on his rack. Also, if she has time, she will start writing the Computer Player class. I will finish up the code for the drop-down menu, and make sure the correct tiles are placed in the location which was selected. If I finish early, I will begin the code for the Human Player class.