**Peckman Status Report**

Date: 5/12/2017

To: Mr. Peck

From: Justin Hu, Vincent Hwang, Marcus Pearce

Subject: Status Report 4/7 - 5/12

Accomplishments: We have developed the movement (right speed, controls) and interaction with the walls (can’t run through them) for Animate objects (superclass to Pacman and ghosts). We are developing the pre-set maps.

Problems/Risks: There is still some trouble with making Pacman move smoothly between the walls. Sometimes Pacman will get stuck and not move when it is slightly overlapping a wall.

Next Steps: We are hoping to finish replicating the original gameplay by this weekend. This will include the dots to eat, the ghosts chasing Pacman, and scoring. Then we will work on animations and our addition to the game: creating custom maps.