**Peckman Status Report**

Date: 5/19/2017

To: Mr. Peck

From: Justin Hu, Vincent Hwang, Marcus Pearce

Subject: Status Report 5/14 - 5/19

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). Pacman no longer gets stuck on corners and can move smoothly. When Pacman goes to one side of the world, he reappears on the other side. We also added the dots and they disappear when Pacman eats them. We were able to create a map using input from a text file.

Problems/Risks: Justin’s Greenfoot is still bugged when the program is ran. The image of Pacman appears outside of the map when he tries to traverse across. These are minor bugs - we just need to finish implementing the rest of the features which should be relatively simple.

Next Steps: We are hoping to finish replicating the original gameplay by this weekend (having the ghosts accurately follow Pacman and have an incrementing score). We will also work on ghost movement. Then we will focus on the new feature enabling players to create custom maps from a text file. We will also do JUnit tests after completing the gameplay.