**2048 3D Unit 1 Status Report**

Date: May 2, 2014

To: Sandeep Raghunandhan (Project Manager)

From: Yash Sinha

Subject: Status Report {4/28 - 5/2}

Accomplishments: So far we have gotten GIT Hub set up on Eclipse and have created the project folder.

Problems/Risks: We haven’t actually started writing the code yet. So far, all we done is some background research of how Java3D and the mechanics of the 2048 game itself work.

Next Steps:

1) Set up necessary classes, outline methods and constructors, write some Javadocs (ie: classes to represent the GUI, the individual cubes/squares, the overall board data structure, players, timer, etc.).

2) Delegate responsibilities for completing these classes.