For this project update I have submitted three things: A UML Diagram of my file structure, a story line, and a screenshot of my progress. Below I will elaborate on these three items, and then talk about what I am doing for future updates.

1. This UML diagram shows how I plan to setup my game. The game class will be composed of multiple level classes, which will be saved on the player's computer for future editing. One of the hardest bits of design was the interaction between a box and a laser. Sure, the laser affects the box's motion, but in some cases the box can affect the laser's path. It took a little bit of thinking to come up with a solution for this problem. I plan to add components for dialogue in the future.

2. This storyline is relatively fleshed out. I plan to add more details to the story as the mechanics get more fleshed out. I have a specific way of how I want to introduce players to certain mechanics, which is based on the philosophies used to design Valve's levels.
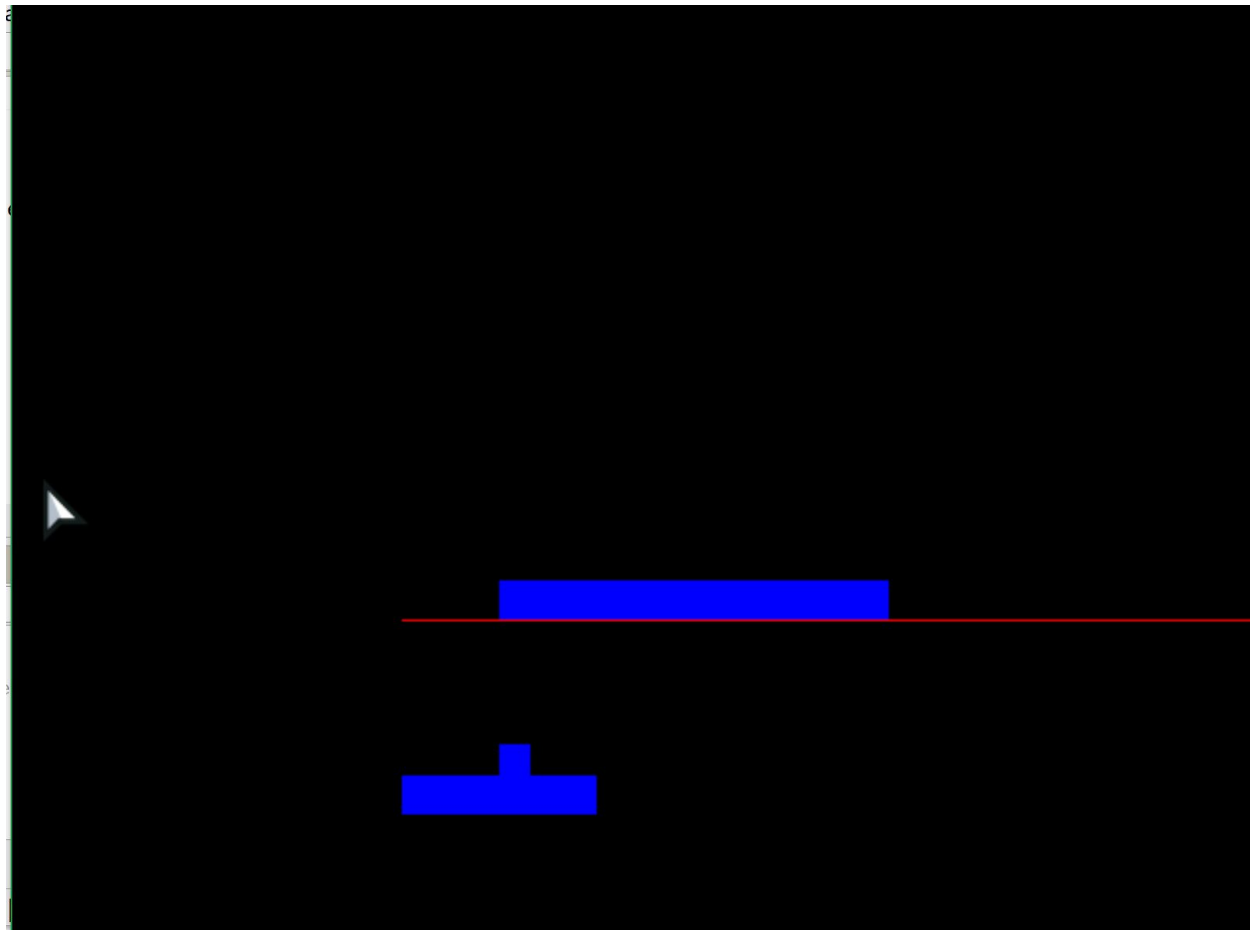
3. This is a screenshot. You can see that there is not much here, mainly because development for this is still in the works. Once the mechanics and story are completely done, I will move on to developing character and background skins.

In the next update, be prepared for: A fully playable level (or two!) with a cohesive storyline.