

# **Project Status Report**

## **OOAD Final Project**

**As Of: 11/18/20**

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### **Project Status Summary**

Percent Complete: 50%

Schedule: Currently the project is on schedule.

Risks: There is a substantial amount of work to get done in the next two weeks, communication and time management are the two main keys to success, therefore not adhering to these would also be the main risks.

### **Work Completed So Far**

So far we have completed the item classes which includes item factories for weapons, consumables, and resources, as well as concrete types for each of these items. We have also implemented rarity decorators for each of these items, as well as an inventory system for storing said items. Stats system has also been implemented. Currently the user interface supports basic character selection as well as the ability to find and use items.

### **Work To Be Completed**

The character system and controllers still need to be implemented along with the battle system. Customized user interface graphics should also be implemented, although this may get overlooked in the case we run out of time. In the case that we have more time than expected, implementing MySQL server for storing and retrieving information would be an ideal stretch goal.

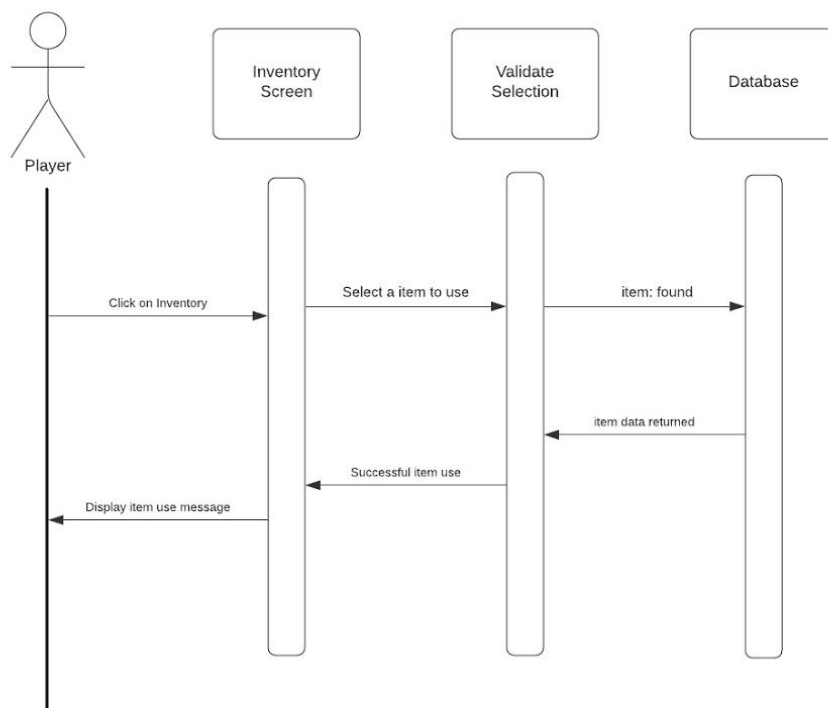
### **Open Issues**

None so far.

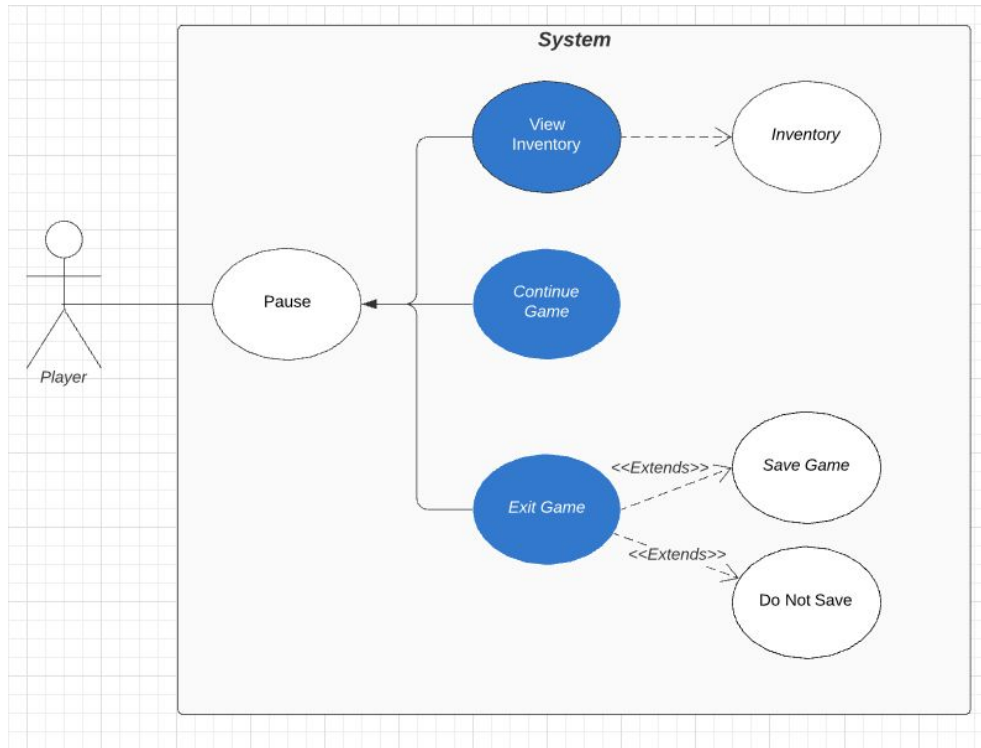
## Project Changes

None so far, however the idle screen scope may be increased to include more functionality since it seems to provide good user accessibility.

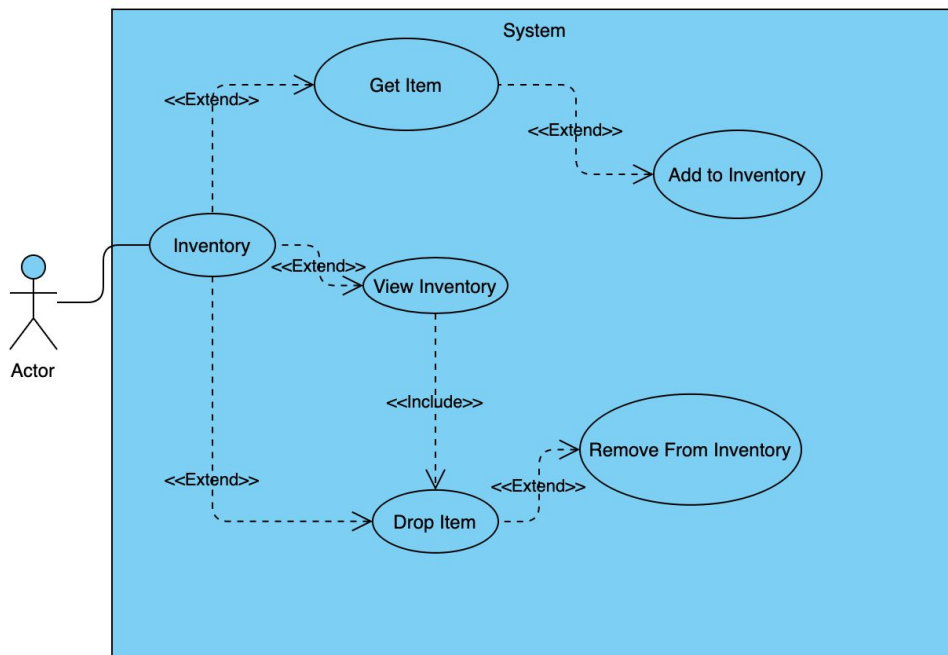
## Patterns In Use:



Currently the player inventory sequence is working as intended.

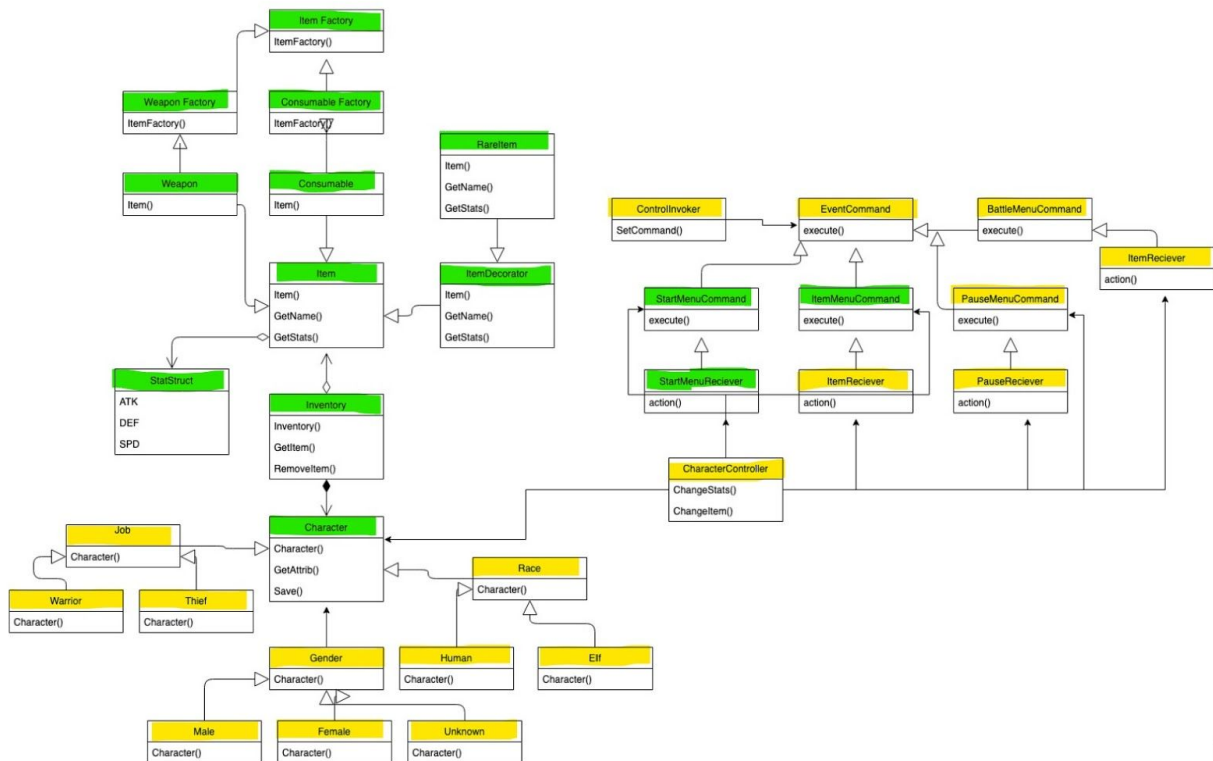


The idle screen has been implemented, and any additions to it should be easy to do.



The item inventory system has been implemented as outlined in the diagram.

## Class Diagram:



Classes in green are complete, classes in yellow are in progress.