**Status Report #2**

**Date:** 5/6

**To:** Mr. Fulk

**From:** Susanna Tang, Kayla Chen, Ashley Chen

**Subject:** Status Report 4/30-5/6 Week 2

**Accomplishments:**

**All:**

* Wrote preliminary specification
* Drew the class diagram
* 5/2 — Finished algorithm, logic, and graphics for mystery levels
* 5/2 — worked to display duplicate colors that are adjacent to each other
* 5/2 — fixed issue with duplicate colors not displaying (set color isMystery to false)
* 5/3 — APCS A exam
* Still trying to figure out how to do pouring animation
* Researching animation for the pouring animation
* Need to figure out schedules for AP testing next week
  + We all have calc on monday (skipping)

**Susanna Tang:**

* 4/30 — Added reset icon to the reset button
* 5/4 — Added and placed level number text

**Ashley Chen:**

* 5/2 — added question mark icon to mystery colorBlocks
* 5/2 — used trial and error to determine the placement of the question mark icon, its size, and its font

**Kayla Chen:**

* 5/2 — Updated test log with problems and solutions, updated class diagram template
* 5/2 — used trial and error to determine the placement of the question mark icon, its size, and its font

**Problems/Risks:**

1. 5/2 — We struggled on coding the algorithms for mystery levels. We resolved this problem by overriding the Color class so that each color had a boolean for whether it was already revealed or not.
2. 5/2 — We had to check if the top colors were the same so they could be revealed together for mystery levels. We figured this out by changing every Color in the Tube stack to a ColorBlock. Then we make a temporary Stack to get all the same colors and add it back to the original Stack.
3. 5/2 — Our check for duplicate colors in a Tube didn’t work. This was because we forgot to change the revealed color status of the ColorBlocks when making our temporary Stack.
4. 5/2 — Figuring out the placement of the question marks was a challenge. We ended up using trial and error to find the exact placements of the question marks.

**Possible future problems**:

1. The pouring animation will definitely be a challenge for the future. The biggest problem would be figuring out how to tilt our Tubes. We don’t know if we can just tilt the tube and everything would look right. Worst case we need to redo the TubeShape class so that it draws the lines and curves in the correct place. We would also need to redraw the color blocks so that they are parallelograms and look like they’re tilted.
2. No other problems because this is the last step we need to do and then we’re finished.

**Next Steps:**

1. Figure out how to do the pouring animation.
2. Begin practicing for our presentation