**Status Report #3**

**Date:** 5/13

**To:** Mr. Fulk

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

**Subject:** Status Report 5/9-5/13 Week 3

**Accomplishments:**

**All:**

* Research animation (rotate class?)
* Finish status report #3
* Create slides for presentation
* Identify potential issues with animation and update testing log
* Figure out presentation day (5/25) and plan from that

**Susanna Tang:**

* 5/12 — coded animation for tube1 to move to tube2’s side
* 5/12 — changed y to tubeY
* 5/12 — changed all tubeX and tubeY to Point loc.getX and loc.getY
* 5/12 — changed all Graphics to Graphics2d

**Ashley Chen:**

* 5/11— edit presentation elements
* 5/12 — research how to do pouring animation (g2d.rotate)
* 5/12 —start making slides on development process (challenges and successes)

**Kayla Chen:**

* 5/11— edit presentation elements
* 5/12 — research how to do pouring animation (rotate class documentation, pivot angle)
* 5/12 —start making slides on development process (challenges and successes)
* 5/12 — slides on key algorithms + class structure

**Problems/Risks:**

* 5/11 — We’re not sure how to start animation. We considered many things and had many questions: rotate method? Write animation in the main class? In tube class? How do we tilt everything inside the tube and not only the outline of the tube?
* 5/12 — How do we make the liquid flow and trickle into another tube? Are we even going to include that? Will our game look choppy without it?

**Possible future problems**:

1. We’ve found potential ways to implement animation through researching the rotate class, but none of us have experience in using that. We also need to research how we could make the colors trickle like actual liquid into other tubes, which will take a lot of time to figure out because we currently don’t have a single idea about how we could implement that. Tilting the tubes and all the colors inside is also an issue that we haven’t found a solution for.
2. Some minor issues could be related to our presentation and how we want to present our project. It’s best to be clear on how our development process went, but it may be a little hard to remember because it happened mostly during spring break.

**Next Steps:**

1. Spend next week figuring out pouring animation
2. Assemble slidedeck for presentation
3. Practice for presentation on 5/25