Project LunarX Status Report

Date: April 29, 2016

To: Tejasvi Kothapalli

From: Andrew Kou

Subject: Status Report 4/29

Accomplishments: Both Tejasvi and Andrew have brainstormed ideas for what ideas to do for the project. Tejasvi suggested the idea to create a game similar to MoonLander, which we have decided to do (titled Project LunarX). To create this, we conversed with Mr. Peck to see how we might we go about creating it, since there were several components such as graphics that were part of the project that we had no experience in. However, Mr. Peck informed us of the Java development environment Greenfoot, which provided us with the framework for the classes. The last thing we accomplished this week were creating the deadlines and scheduling of our project so that we are able to complete the project on time.

Problems/Risks: Greenfoot is completely new to us, and in order to implement the game I need to understand how Greenfoot works and what is provided for us in the environment. This will require additional time, as we both need to do research on Greenfoot.

Next Steps: In the following week, we will be doing research on Greenfoot and find out exactly what is provided for us already. Once we have downloaded the environment and researched it, we will split up the classes to code and begin the actual game and code development.