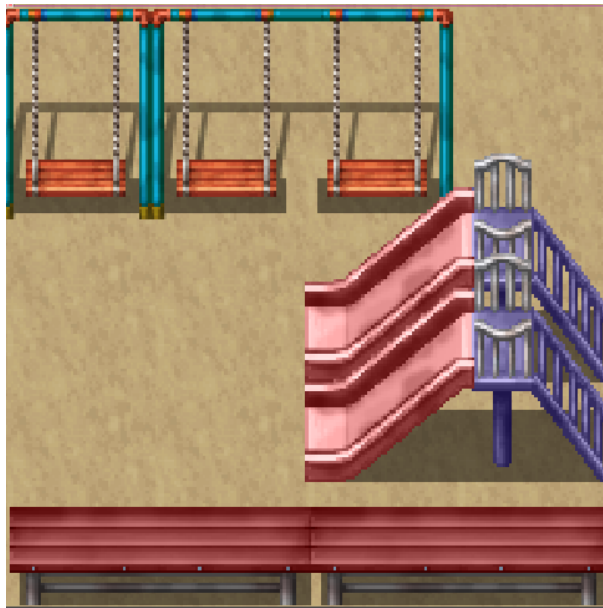


What's been built:

- School map, which includes classrooms, hallways, and playgrounds.



Classroom



Playground

- Textures are from Alilali and kadokawa
 - <https://forums.rpgmakerweb.com/index.php?threads/alilalis-random-mv-stuff.92882/>
- Right now, the generation isn't random. The map gets generated with 5 of each "rooms" in a predetermined pattern.

Setbacks:

- Due to circumstances beyond my control, I fell behind on the project and had to cut a lot of features, including rooms such as the principal's office, gym, and cafeteria.
- If further complications occur, I may have to cut the AI and have just a single-player game.
- I plan to overcome the setbacks making the three rooms I have more robust and detailed. I may include just 1 AI.