**Status Report**

Date: May 6, 2016

To: George Peck

From: Jerry Qing, Trevor Aquino, Alex Xu

Subject: Status Report 2 (5/6)

Accomplishments: We have decided that our project will include a 2D interface from a top down perspective. We’ve fleshed out the details of our project, including gameplay elements and development of a UML diagram. We’ve also done careful research on different frameworks we can use to bolster our project, as well as various online references with resources that could help our project (assets like models, animations, sound/music, and game art) and compiled a list of potential materials to use for our game.

Problems/Risks: After careful consideration of all aspects of the project, we decided that a 3D multiplayer game would be a bit too ambitious to complete in less than a month. Because of the constant changes, we had trouble finalizing an idea, which was a major problem this week. We’ve finally decided to settle down and getting working.

One risk we have is that a 2d game would still take considerable effort. We’re willing to put in the effort, but we still want to make something that we can finish in time. As we move along, we’ll constantly judge our progress and evaluate whether or not we’re on track to finish in time. If not, we’ll have to simplify or change a few aspects of our project.

Next Steps: Since we’re essentially done developing the concept, we’re ready to start programming the actual game. We’re planning on dividng the work evenly among the three of us, and we’ll begin the development process.