**Status Report**

Date: May 20, 2016

To: George Peck

From: Jerry Qing, Trevor Aquino, Alex Xu

Subject: Status Report 4 (5/20)

Accomplishments: Improved tile collision between the Player entity and wall blocks and also created doors which appear after killing all enemies on level. Data from each level is saved so if you return back to a room the monsters are not respawned. Added Enemy movement and attacking.

Problems/Risks: Graphics and textures need to be completed and ensure that they work well with the gameplay. Enemies are currently too basic and the game is too easy to move through quickly.

Next Steps: Finish up the graphics for the game to give it an overall more finished look. Figure out how the end of the game is reached and how long the entire game will last. Make enemies more complex and add Player health to screen. Document and comment all code to make understandable for all users.