**Unit 3 Status Report**

Date: 4/28/17

To: Mr Fulk

From: Richard Ma, Keontrye Hsieh, Vikram Miryala

Subject: Status Report

Accomplishments: We have decided upon a good game that we can program within the timeframe of a couple of weeks. After the initial debate about the many projects that we could complete, we integrated many ideas into one, and created project that we could all agree on. Sudden revelations, inspirations, and outbursts all made contributions to our finished idea. After the initial creation of the project, we thought through the skeleton of our project, and completed a simple Project Plan that defines our game and the path that we would take to accomplish it.

Problems/Risks: We may be underestimated the difficulty of the project. Although it seems to be a very simple game, with a core idea, the actual code and GUI would likely be much more difficult than we have anticipated. We hope that everyone will be able contribute, and make steps toward the final project.

Next Steps: We will begin the coding process next week, and hopefully learn and successfully code a map. However, we recognize this is an arduous process, and have allotted the time of a week to fully understand the makings of the map, to create a smoothly functioning game system.