**Final Project Status Report**

Date: 5/12/17

To: Mr Fulk

From: Richard Ma, Keontrye Hsieh, Vikram Miryala

Subject: Status Report

Accomplishments: This week was one of our most productive we’ve had. During the week, we were able to successfully implement the GUI. Instead a bunch of code in eclipse that doesn't do much, now we have a functional map with sprites that can interact sometimes. Although the animations are still very simple and very basic, we have the skeleton code now, and can begin sticking other functions to the main part. In addition, we were able to create and finish an almost separate part- the RPG battling system. Although it is also incredibly simple, and is text based, we can integrate it into our system and change a couple fields to match what we need. In this week, we were able to finish the GUI and map, as well as the RPG battling system. This week was monumental.

Problems/Risks: We have finished the two largest section in the coding part, but the deadlines are coming up, and our game still isn’t completely finished. We need to speed up our coding process and finish the game. There may be problems in integrating the gaming section with the original part of the game, but we think that shouldn’t be too terrible. Another possible problem is the interactions that we have in the game- what happens if Munchlax leaves the screen, etc.

Next Steps: The final project needs to be finished by next week. Not Just the game itself, but also the Junit test, and the documentation. We need to really focus and bring this project together and pull through for the final portion of the project. So our next step is to create the game to the best of our abilities.