**Final Project Status Report**

Date: 5/19/17

To: Mr Fulk

From: Richard Ma, Keontrye Hsieh, Vikram Miryala

Subject: Status Report

Accomplishments: This week, we finished most of the details in our code. We succeeded in making our character move and interact with different objects on our map, as well as succeeded in implementing multiple battle characteristics (such as sound). In addition, we even started doing the JUNIT test. Although we ran into a couple of problems early on, we have the basic testing methods for most of the objects. Finally, we started working on our presentation and began wrapping up our project.

Problems/Risks: Although our game is for the most part, finished, we did not fully finish some of the details, such as making it so that you cannot restore hp above your hp bar, and we forgot to show the player his/her hp, which made it quite surprising when they took damage, as they would not know it. In addition, with the project’s due date coming up, we have not finished creating javadocs and testing methods.

Next Steps: To fix our code and finalize the game, as well as complete the javadocs and testing methods, we have agreed to meet over the long weekend. This meeting will ideally enable us to completely finish the project as well as the presentation.