**Final Project Status Report**

Date: 5/5/17

To: Mr Fulk

From: Richard Ma, Keontrye Hsieh, Vikram Miryala

Subject: Status Report

Accomplishments: This week, we have accomplished quite a bit, considering many of us were not available during work together during the week. Throughout the course of this week, many of us learned a little bit about the problems we would run into while playing the game, coded a portion of the program, and finished the images. The Images that we are going to use for the program have been completely finished. All the characters, moves, and even the boss have edited images to fit their respective titles. As for the coding, we have determined the classes needed, and have divided up the work among us. We are currently working on a map. Although a 2d array is easy to work with, and can produce the map we need, we feel that a GUI map would be much more user friendly, and much nicer to see.

Problems/Risks: There are some serious problems regarding the GUI that arose while we were coding the map. Most of us had never really used GUI at all, and were not familiar with the system. We had to learn the GUI from scratch. After serious consultation with Mr.Fulk, we decided that perhaps gridworld might help. The map has proven to be harder than we had expected.

Next Steps: Next, we need to finish the map as soon as possible, and we need to begin building the characters for the map. Each character is different, and although they are similar in a way, we need to take in that they have different move sets and experience levels. We hope we can work with the same fervor we did this week, despite the AP tests.