**Weekly Status Update**

**Jake**

**Date: 02/09/2012**

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| **Task: Finish the reader interface** | **Time Spent: 5 hours** |
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| **Status: 70%** | |
| **Issues: I think we will need to save the coordinates for each SMIL message as if it were made for a certain resolution (320x480?) and then we can scale it to whatever size screen.** | |
| **Notes: Finished the timer, got it interacting with the UI, and playing a message of SMILText. We need to get the rest of the SMIL objects supported. We should discuss who is going to focus on that. I would kind of like to start working on the composer, but we need to decide which is a higher priority.** | |
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| **Task: UI development** | **Time Spent: 3.5 hours** |
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| **Status: 72%** | |
| **Issues: Still a lot to do for the composer. Parts of the message view screen will need reworked as I just threw it together quickly with my reusable components.** | |
| **Notes: Made some of our reusable components easier to use while I did that. Got the seekbar showing and hiding intuitively based on time passed and user presses. Also implemented how the** | |
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| **Task:** | **Time Spent:** |
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| **Status:** | |
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| **Issues:** | |