Torie - Yesterday I added to the physics API, worked on some graphics stuff, Today I fixed some bugs, Tomorrow I will continue to work on components to get the puzzles to work correctly with scaling etc. No impediments.

Christopher - Worked on setting up the Array Puzzle class. Mostly working. Will be adding some functionality today for highlighting current index. Only impediments are other classes which are piling assignments.

Michael - Finished getting Linux virtualbox setup and all dependencies cleared away. Adding to the ends of ListPuzzle now works with arrow keys. Working on deleting at ends, adding in the middle of list, and highlighting active cube tonight. No impediments other than that cross platform windowing issue occasionally popping up.

Tyler - Worked on Tree Puzzle and added some functionality to parent classes and other classes, added some Q\_Object macros, and mouse click events to use in puzzle. Debugged some things. Will continue to polishing the project. Biggest limitation right now is diagnosing some persistent crashes in the project.

Zak - Been working on Tree Puzzle and tackling our cross platform windowing issue. Windowing was a big issue but was solved. I am going to to continue working on implementing draggable objects and collision detection for tree puzzle. The biggest limitation for me right now is displaying text in a box2d object (eric is working on it).

Eric - Got VirtualBox set up with Linux vm and all necessary software set up. Working on getting text to display inside the sprite objects. No immediate impediments other than another class.

Meysam - Create some query for database and I worked on analytics reports.