Agenda – Professor Meeting

Week 6

1. Week6 action items
   1. Refine cube click-and-drag (Mullans)
   2. Implement cube actions in UI (Mullans)
   3. Implement Cube.Paint() (Mullans)
   4. Implement BaseApp.Setup() (Ethan)
   5. Implement BaseApp.Tick() (Ethan)
   6. Implement Cube.FillRect() (Eric, Kurtis)
   7. Implement Cube.FillScreen() (Eric, Kurtis)
   8. Implement Reflex example game (Kurtis)
2. Action items for next week
3. Updated project plan: <https://docs.google.com/spreadsheet/ccc?key=0AjYm6sw-VzcidE5GbU0zX3p6aDRmZjQ3aU92ZUJFTUE&hl=en_US#gid=0>