What I did last week ?

* I gathered the SwinGame SDK files in preparation for the converted C# code.
* Inserted the converted C# source files into the SwinGame Project template.
* Attempted to build and run the C# code.

What I was stuck on ?

* Spent an hour and a half attempting to fix the compiling errors, to no avail.

What I plan to do this week ?

* Get the code compiling.
* Fix the Y co-ordinates bug.