Smilestoner Dos (that's too in spanish)

Team "T44m 9" Kaneda

Jaime "Blue Billiards" Rivera
Josh "So Slow" Slocum
Dillon "Me" Walker

TA
Randy "Agent" Smith

With special guest, Teacher
Sarah Abraham "Lincoln"

We are about on par with where we expected to be. We have a simplistic version of level loading, we have working collision detection (though the current example level does not exhibit this particularly well).

We have selected a sprite for the playing character but have not adapted it to a format we can load for animation purposes. As is displayed in the example, we have image loading and rendering. Yay.

The work breakdown is as follows:
Jaime - Collision detection code
Dillon - Game state/logic
Josh - Image rendering and loading

We think we are pretty on track, given that Josh has been doing his thesis and Jaime and Dillon are lazy (in all seriousness though, that's actually how we feel about it).