# Directions

Each week the project lead is required to provide a status report of the team activities. In the report you should identify any schedule issues, risks, or communication problems. When you write the report be honest, concrete, and quantitative. Finally, if there is a problem I need to know about it as quickly as possible so that I can take corrective actions.

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| **Project Team Name:** | Gnomeland Security |
| **Development Week:** | 4/26/10 – 5/2/10 |
| **Date:** | 5/2/10 |
| **Team Accomplishments:** | |
| Completed High Concept Document, began work on Game Design Document, worked with tutorials and better understand IDE being worked with. | |
| **Action Items:** | |
| For next week: Game Design Document, gaining better understanding of IDE and working to implement basic features. | |
| **Late Tasks:** | |
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| **Team Issues:** | |
| None | |
| **Other:** | |
| Team will need a better communication method. Email is too slow, will be sure to have cell phone texts for faster responses. | |
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