# 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.

|  |  |
| --- | --- |
| **Project Team Name:** | Gnomeland Security |
| **Development Week:** | 5/2/10 – 5/9/10 |
| **Date:** | 5/9/10 |
| **Team Accomplishments:** | |
| Developed Render class, Bullet class, Entity class, and created a new player ship graphic as well as separate enemy ship graphic. This also includes the header files associated with the said classes. Major code organization and class hierarchy was developed as well. Now allows easier method to create and update sprites. Started work on title screen and GUI with touch screen capabilities. | |
| **Action Items:** | |
| Incorporating all work and have it compile, further development of bullet class for both player and enemy, and testing collision detection algorithms.  Setting up a class to handle the game states to allows certain controls to load under certain states. Same goes for what code executes and what sounds/music is playing. | |
| **Late Tasks:** | |
| No late tasks | |
| **Team Issues:** | |
| The only issue was external. Meeting lab cut short because GSP lab closed at 6 on Friday even though LAN kept it open until 2am. | |
| **Other:** | |
|  | |