# 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:** | 5/9/10 – 5/16/10 |
| **Date:** | 5/16/10 |
| **Team Accomplishments:** | |
| Functionality of Bullet class, a working render and entity class, begun work on enemy AI, writing text to the screen for score, and furthering Bullet object functionality. | |
| **Action Items:** | |
| Completing enemy AI, spawning enemies off screen to move towards the other side of the screen or into the player object (as AI dictates), write score to screen, develop upgrades for ship weapons and implement speed variable for when player upgrades speed | |
| **Late Tasks:** | |
| No late tasks. Although more time will be spent this week developing in attempts to exceed Alpha requirements. | |
| **Team Issues:** | |
| No issues | |
| **Other:** | |
| FSM is overkill for 3 enemies max in play at one given time.  Enemy.cpp source will hold the AI logic with different “states” of being ranging from engage, flee, and attack at basic. | |