# 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:** | 5/23/10 – 5/30/10 |
| **Date:** | 5/30/10 |
| **Team Accomplishments:** | |
| Singletons for Score, Wireframe, and Render classes, capability to add sprites to DS’s sub screen, collision detection, bullets don’t corrupt over time. Learned more about the vram and control registers as well as memory allocations and addresses. | |
| **Action Items:** | |
| Need a way to either clear graphics from memory or more efficiently store things into memory. Converting our object attribute memory into a new type and creating a new one for the sub engine. | |
| **Late Tasks:** | |
| No late tasks. Beta should be on time except the presentation may show it slightly under that definition. | |
| **Team Issues:** | |
| No issues | |
| **Other:** | |
| I dream in binary now.. | |