# 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:** | 5/31/10 – 6/6/10 |
| **Date:** | 6/6/10 |
| **Team Accomplishments:** | |
| Created level system with 7 levels + boss, game over screen when player dies and restart game, sound effects, functionality for using points to increase stats, points increase upon killing enemies, more controls for player suck as strafing, pause system, intro and team logo | |
| **Action Items:** | |
| Balancing and ensuring switching to different modes does the intended effect. Finishing the ending sequence. Adding in background music. | |
| **Late Tasks:** | |
| No late tasks. Possibly getting every exact bug out on time for presentation, but not for submission of gold. | |
| **Team Issues:** | |
| No issues | |
| **Other:** | |
|  | |