**Team Members: Kyle Johnson, Matt Duffy, Jim Reid, Marcus Baird, Nick Larson**

**Plans for Current Week:**

1. Reverse engineer old game using rational rose.
2. Analyze the Source files further and play Mario

**Accomplishments for Current Week:**

1. Reverse engineer the old game “Lugaru“ with rational rose.
2. Created class diagram of Lugaru

**Variance from Baselined Schedule:**

1. Create class Diagram of Lugaru
2. Analyze the Mario source files

**Problems/Comments:**

1. 3 of our team members had a Real-Time project.

**Plans for Coming Week:**

1. Create presentation for reverse engineering and creating a class diagram.
2. Create class diagram for Mario game.
3. Research bitmapping for graphical layouts

**Vacation Plans: 3/17/2012 – 3/25/2012**

1. Start coding based on created class diagrams individually.

**Meetings:** Times, dates, attendees and agenda.

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 4pm – 3/5 | Everyone | Reverse Engineer | Jim – reverse engineered  Everyone – observed and helped |
| 12pm- 3/9 | Everyone | Status Report | Kyle - write status report  Everyone – bounced ideas |

**Weekly Time Log information: Similar to you Lab reports**

|  |  |  |
| --- | --- | --- |
| **Person** | **Time** | **Activities** |
| Kyle | 120 | Write status report, Analyzed Mario |
| Matt | 120 | Analyzed Mario |
| Marcus | 120 | Analyzed Mario |
| Nick | 120 | Analyzed Mario |
| Jim | 180 | Reverse Engineer Lugaru, Analyze Mario |

**Risk Tracking Log:**

|  |  |  |
| --- | --- | --- |
| **Description** | **Owner** | **Notes (with dates)** |
| Graphics | Jim, Nick | Figure out how to use bitmaps to create graphics for Mario |
| Joystick | Matt | Figure out how to implement a joystick interface |

Cumulative List of Enhancement Ideas:

1. Timer in game
2. Response time
3. Hitboxes