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

**Plans for Current 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
4. Setup subversion

**Accomplishments for Current Week:**

1. Create analysis-level class diagram
2. Setup subversion

**Variance from Baselined Schedule:**

1. Only analysis-level diagram created
2. Did not yet create presentation for reverse engineering and creating class diagram.
3. Changed plans to research Microsoft XNA rather than bitmapping

**Problems/Comments:**

1. 3 of our team members had a Real-Time project.
2. Marcus had to demo a lab for another class on Wednesday

**Plans for Coming Week:**

1. Create presentation for reverse engineering and creating a class diagram.
2. Create design-level class diagram for Mario game.
3. Research Microsoft XNA

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

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

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 4pm – 3/14 | Everyone | Class diagram | Marcus—  Everyone – Created class diagram from Understand butterfly diagram |
| 10am- 3/16 | Everyone | Status Report | Marcus — Wrote status report  Kyle – Added multiplicities to diagram  Everyone – bounced ideas |

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

|  |  |  |
| --- | --- | --- |
| **Person** | **Time** | **Activities** |
| Kyle | 100 | Analyzed Mario, Created Analysis-level diagram, Added multiplicities |
| Matt | 100 | Analyzed Mario, Created Analysis-level diagram |
| Marcus | 50 | Write status report, Analyzed Mario |
| Nick | 100 | Analyzed Mario, Created Analysis-level diagram |
| Jim | 100 | Analyzed Mario, Created Analysis-level diagram |

**Risk Tracking Log:**

|  |  |  |
| --- | --- | --- |
| **Description** | **Owner** | **Notes (with dates)** |
| Graphics | Jim, Nick | Figure out how to use Microsoft XNA 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