**Bi-Weekly Deadlines - March 18th**

* Features projected to be completed as specified by initial presentation

1. Start work on the game screen (control and render the dog)

* Actual features completed by deadline

1. Game screen: Dog:
   1. Listening and answering to Touch events and controlling the dog
   2. Rendering bitmap of the dog instead of the planned "green square"
2. Game screen: Sheep and Fox:
   1. Rendering bitmaps to represent each one instead of the planned "red triangle and white circles"
   2. Initial logic to move them around (not finished yet)

Final UI touches to be done by April 15th deadline.

* % completion of total features completed

60 % complete (3 deadlines out of 7 met on track + ahead of schedule features)

* Features by team member:

Marcos Davila (100% on track)

* Implementing dog control with touch listeners.
* Performance updates to the game rendering
* Initial control of the sheep to stay in the screen boundaries

Marcus Silveira (100% on track)

* Created game loop and basic operation on the GameSurfaceView
* Drawing 3 bitmaps (fox, dog, sheep) on the screen - instead of the geometric figures
* Edited images to use a transparent background and painted game background with green
* Refactoring of certain things and bug fixes
* Started to bring logic from Professor Murphy's classes

Prince Oladimeji (100% on track)

* Added game settings control to decide the number of sheep and foxes for the game along with their listeners (radio group "on checked")
* Changing game settings screen to use the same back button bar from the game screen

Notes:

We decided to avoid using Fragments for rendering the "back button bar" because since Fragments is a new feature, it wouldn't be supported on older devices. Instead, we created the bar by using a composite RelativeLayout, so that the main game screen has one RelativeLayout with 2 children (both relative layout as well).

**Source Code: https://github.com/marcusvsilveira/lehman-android**