**Bi-Weekly Deadlines - March 4th**

* Features projected to be completed as specified by initial presentation

1. Finish auxiliary screens (settings and main)
2. Unit and integration testing on these screens

* Actual features completed by deadline

1. Finish auxiliary screens (settings and main)
2. Main screen is ready
3. Settings screen is working and saving information into SharedPreferences to be read by other activities later. Final UI touches to be done by April 15th deadline.
4. Unit and integration testing on these screens

MainActivityUnitTest, GameSettingsActivityUnitTest, and GameIntegrationTest classes are created and running successfully. Incremental changes / tests will have to be made as we develop new features.

* % completion of total features completed

29 % complete (2 deadlines out of 7 met on track)

* Features by team member:

Marcos Davila (100% on track)

* Implementing SharedPreferences read and write operations so that the configuration set on GameSettingsActivity could be accessed by the game.
* Basic Threading of the main activity

Marcus Silveira (100% on track)

* Implemented Unit and Integration tests
* Changed main UI layout to linear to support smaller displays

Prince Oladimeji (100% on track)

* Implemented GameSettings UI, including layout, listeners, etc