Currently we have had success is developing Space Invaders and Pong. Both games are working fairly well at the moment and are really just waiting to have scoring implemented. As for our research, we have annotated all of our sources, and are working on finalizing our cards that will go on top of the game cartridges. For the process portion of our project, we are going to use GitHub to show the progression of our code and are working to determine if we can do the same for our research. There was a bug with our code for Tetris that caused the board to only be 10 x 10 instead of 22 by 10. I worked to fix this bug in class today, and need to test it when I get home. For next class, me and Spencer will be working to start PacMan and finish up Tetris. Over the weekend, we will work to get together to gather the rest of our probs, and begin work on our mockup Atari. I also need to determine if our code will run on the Raspberry Pi, and test that it will work with the TV Spencer has. I need to gather the stand for the monitor that I have and make sure that I have all of the mounting hardware required for the stand. Spencer and I need to finalize all of the furniture we will be using, and begin to gather all of the materials. Overall, we are making good progress, and will be able to finish the project for Wednesday. We just need to continue to make headway on the software portion of the project so we have time to squash any bugs that arise.