Agenda – Professor Meeting

Week 5

1. Week4 action items
   1. Become familiar with Sifteo API (all)
   2. Conclude Kivy investigation (Kurtis/Alex)
   3. Brainstorm sample games (all)
2. Week5 action items
   1. Create UI in Silverlight based on Flash prototype (Alex)
   2. Install SL5 and VS2010SP1 (all)
   3. Complete M3 (all)
3. Action items for this week
   1. Refine cube click-and-drag (Mullans)
   2. Implement cube actions in UI (Mullans)
   3. Implement Cube.Paint() (Mullans)
   4. Implement BaseApp.Setup() (Ethan)
   5. Implement BaseApp.Tick() (Ethan)
   6. Implement Cube.FillRect() (Eric)
   7. Implement Cube.FillScreen() (Eric)
   8. Implement Reflex example game (Kurtis)
4. Updated project plan: <https://docs.google.com/spreadsheet/ccc?key=0AjYm6sw-VzcidE5GbU0zX3p6aDRmZjQ3aU92ZUJFTUE&hl=en_US#gid=0>