Agenda – Professor Meeting

Week 6

1. Week6 action items
   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, Kurtis)
   7. Implement Cube.FillScreen() (Eric, Kurtis)
   8. Implement Reflex example game (Kurtis)
2. Action items for next week
   1. Implement Neighbors class per Sifteo API
   2. Implement CubeSet class per Sifteo API
   3. Implement ordering application (tests Neighbors)
   4. Implement Cube.Image()
   5. Add functionality to # cubes slider
   6. Add functionality to zoom slider
   7. Implement application opening capability through load button (but not actually compiling the application)
3. Updated project plan: <https://docs.google.com/spreadsheet/ccc?key=0AjYm6sw-VzcidE5GbU0zX3p6aDRmZjQ3aU92ZUJFTUE&hl=en_US#gid=0>