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1 New issues

- n-way collisions
- resolution forming new collisions

2 Unissues

- Property system
- Gizmo palette
- Collision system
- Separating triggers
- Fixed and translatable
- Coding standards

3 Old issues

- Uh, none?

4 Plan success

- Specs were very successful (spec party)
- Properties system complete
- Coding standards established; build (partial) and communication systems set up
- Failed to account for the fact that $^2/_3{}^{rd}$s of our members would be networkless for the entire period between writing the specs and the first round of implementations.
- Only sort of accounted for the fact that $^1/_4{}^{th}$ of our team is dead.

5 Upcoming plan

- Finish testing and implementing the components that are due today.
- Stick to the schedule.
- Fix for unZackness: reassign Zack's components. Ideally, split tasks up so we have a multiple of 3, and distribute tasks so everyone has (mostly) related tasks.

Task	Who	When
Preliminary design		**4/13**
Detailed specs for XML loader	Austin	$\surd$
Detailed specs for game internals	Dan	$\surd$
Detailed specs for UI	Albert	$\surd$
Detailed specs for property framework	Austin	$\surd$
Agree on detailed specs		$\surd$
XML loader	Austin	4/21
Basic UI	Albert	4/21
Game loop	Dan	4/21
Property framework	Austin	4/21
Standard gizmos	Austin	4/25
Collision mechanism [1]	Dan	4/25
$\mathbb{R}^2$ renderer/drawers [2]	TBD	4/25
Player interaction mode	Albert	4/25
Preliminary release		**4/27**
Sleep		???

Table 1: Timeline