IP Issues.
Upcoming deadlines

- Friday, March 1
  - Sprint 2 ends
  - 2 full days until the end of the Sprint
Team meetings

Will meet:
- Pixture (3:30pm today)
- We’re Screwed (11am Thursday)
- Siegebreakers (3:30pm Friday)

Not meeting this week:
- Asterogue
- Lens
Lab Cleanup Schedule

- This week: Militarium
- Next week: Lens
- Next next week: Pixture

Team duties:

- **Vacuum floor once a week** (get vacuum from facilities)
- Ensure overflowing trash cans are emptied to bin outside in 3rd floor courtyard (anytime during week)
- By 5pm Monday and 5pm Friday (unless things get out of control, then more often):
  - Pick up food containers, bottles, etc.
  - Pick up stray craft materials, pens, etc and return to drawers
  - Clean off tables in conference rooms and big circular table
  - Report any major soda/food spills to me, so we can call cleanup crews
  - Put controllers/game boxes/etc. away (tidy up game area)
  - Report any cleaning materials needed
Upcoming Events

- Brenda Romero, GDC Bootcamp
  - Thursday, February 28, 2013, 6:00 PM to 8:00 PM
  - Location: Engineering 2, Room 180 (The Simularium)

- Games and Playable Media Information session
  - Friday, March 1, 4:30pm, E2 399
Class updates

- CMPS 172
  - Friday, 3:30-5:30 lecture
  - Only one day a week for lecture

- CMPS 179
  - Two sections
  - Section I: Chaim Gingold, Tu/Th, 2-3:45pm
    - Simulation games
  - Section II: Reid Swanson, schedule TBD, probably MWF, 9:30-10:40, Kresge 194
    - Web-based games, HTML5/canvas
Trademark, Copyright, Patent

- A trademark, is a recognizable sign, design or expression which identifies products or services of a particular source from those of others.
  - i.e., protecting your brand and its visual representation

- Copyright is a legal concept giving the creator of an original work exclusive rights to it, usually for a limited time.
  - Limited time monopoly over use of the expression of an idea

- A patent is a set of exclusive rights granted by the state to an inventor for a limited period of time, in exchange for the public disclosure of the invention.
  - Limited time monopoly over the idea behind an invention