Review

- Pixel Coordinate System questions
  - Given a starting position and a velocity, plot the course of a sprite.
- 6 Degrees of Freedom of a Wiimote
  - Translation – X, Y, Z
  - Rotation – Roll, Pitch, Yaw
- Draw X,Y,Z on a Wiimote
- What does gameUpdate() do?
  - Updates the values of our variables, such as position.
- What does gameRender() do?
  - Draws the images to the screen.