Project Status Report

# Project Summary

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| --- | --- | --- |
| Report Date | team Name | Prepared By |
| September 22, 2017 | Team 5 | John Meyer |

# Status Summary

We want to make Pac-Man using Java Swing while using all the steps in the software development lifecycle.

# Current Deliverable Overview

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | % Done | Due Date | Assigned to | Notes |
| Submit project plan | 100% | September 18 | Team |  |
| Submit status report | 100% | September 20 | Team |  |
| Submit requirements specifications & analysis | 0% | October 02 | Team |  |
| Demonstrate prototype | 0% | October 11 | Team |  |
| Submit status report | 0% | October 16 | Team |  |
| Submit detailed design | 0% | October 25 | Team |  |
| Submit status report | 0% | November 01 | Team |  |
| Submit status report | 0% | November 15 | Team |  |
| Demonstrate project | 0% | November 27 | Team |  |
|  |  |  |  |  |

# use Case Overview

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Requirement | HRS Spent | % of Total | On Track? | Notes |
| The game must display itself to the user | 0 | 0% | YES |  |
| The game must respond to user input via the keyboard | 0 | 0% | YES |  |
| The game must respond to user input via a GUI | 1 | 100% | YES |  |
| The user must be able to move Pac-Man (but into walls) | 0 | 0% | YES |  |
| The user must be able to start the game at the press of a button | 0 | 0% | YES |  |
| The user must be able to quit his game early | 0 | 0% | YES |  |
|  |  |  |  |  |

# Risk and Issue History/ blockers

|  |  |  |
| --- | --- | --- |
| Issue | Assigned To | Date |
| None |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# Conclusions/Recommendations/feedback

We are on track and to submit on-time.