

(Awesominds)
Project Status Report #8
Sprint #4

Period ending:	July 3 rd 2020
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Team Name	Number of Units completed
Awesominds	
Walker	14
James	0
Adam	8

Client:	Marty Donatelli
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At the end of this week:

Number of units remaining in backlog	7
Number of units in progress	13
Number of units in review	3
Number of units completed this week	22
Number of new units identified (additional scope)	0

Describe any tasks that could not be completed and how these is being addressed:

Task	How is this being addressed?
N/A	N/A

Descripted any tasks that could not be completed and the impact:

Task	Impact
N/A	N/A

Provide a schedule of this week's meetings and a summary. Include agenda, minutes.

Awesominds Minutes June 29th

1pm via Skype

In attendance: Walker, Adam, James, Marty

1.0 Approval of agenda

approved

2.0 Review of previous minutes

approved

3.0 Emails since last meeting

3.1 PM (Marty) Sent email outlining required edits/revisions of current version

3.2 Team – none

4.0 Progress on Assigned deliverables

Team: Redesign of the foundation/structure of the tasks/game side of Awesominds
Walker – game portion, choose portion – base structure working, no points,(simple) timer.
Configurable with simple settings. Game show – that’s working. Just drills, other modes not yet. Pregame card/screen.
James – game UI. New file to separate game code from previous. Base structure works somewhat.
Need to test with local source/repository. Avatar, instructions, game show avatars.
Adam – menus and screens. Settings – own file. Now working. Stop button – previous bug, work around. Needs to be integrated. All use end of mode file.
Cannibalize existing code? W – most from existing (still need to read through to figure out) J – copy previous source – figure things out. A – 80%
Other challenges? – none.

5.0 Selecting next tasks/deliverables (high priority items)

On hold until foundation redesign completed

5.1 Timeline

On schedule? Working at steady pace – on schedule

5.2 Next team tasks

Continue w Redesign of the foundation/structure of the tasks/game side of Awesominds
James – finish game UI. Find out other parts that need to be addressed – discuss with team.
Adam – coordinating with Walker. Address bug. End of game menus.
Walker – stop button working, work with Adam. Slide cards, rate questions need extra structure.

5.3 Project manager next tasks

Nothing

6.0 additional items

None

7.0 Next meeting

July 6th 1pm

8.0 Adjournment

1:20 pm

Sprint	Project Total Units	Estimated Units This Sprint	Completed This Sprint	Cumulative Completed	Estimated Trajectory
0	112	0	0	0	0
1	168	40	22	22	40
2	211	40	50	72	80
3	279	35	62	134	115
4	279	40	17	151	155
5	279			168	195
6	279			185	235

