(Awesominds)
Project Status Report #9
Sprint #4

Period ending:	July 10th 2020

Team Name : Team Awesominds	Number of Units completed
Adam	9
Walker	20
James	13

Client:	Marty Donatelli

At the end of this week:

Number of units remaining in backlog	74
Number of units in progress	12
Number of units in review	0
Number of units completed this week	42
Number of new units identified (additional scope)	-2

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.

9 Awesominds Minutes July 6th

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 - none
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.
 Just drills, other modes not yet. – most all working (still don't save hard questions)
Pregame card/screen. – Announcer gives direction.
What constitutes a hard question? Marty went through examples for each task
Not good looking but it's functioning.
James – game UI. New file to separate game code from previous. – finished – tested works fine.
   Test to work with other code. Points work with code. Calculating points. Some work still
Base structure works somewhat.
Need to test with local source/repository.
Avatar, instructions, game show avatars. – done. Displaying proper messages
Adam – menus and screens. (see stop button below)
 Stop button – previous bug, work around. Needs to be integrated. - completed
 All use end of mode file. - completed

5.0 Selecting next tasks/deliverables (high priority items)
On hold until foundation redesign completed
Some being started again

5.1 Timeline
August deadlines, working backwards
July 13 – refactoring will be done. Following 3 - 3 ½ weeks to get all tasks completed.
Aug 5 team takes on no more tasks. Aug 5-10 testing everything, finding bugs. Aug 10 – 15 fix
    everything we found
Aug 15 – done, complete, finished

5.2 Next team tasks
Continue w Redesign of the foundation/structure of the tasks/game side of Awesominds
Adam – instructor page stuff. Done and next button. Need to look through to see
   31 – Progress indicator – look for existing code. Revise, update, implement
   Send Marty Spreadsheet of tasks
James – AI – work properly. Whole game UI work properly. Points completing. Medium tasks from
    here
Walker – refactoring – new structure – continue. Rate questions working. Task to be selected.
Team: Refactoring – 80% done. Make sure James UI works with code. Walker….

5.3 Project manager next tasks
Team's Final presentation will be recorded.
Power point presentation – record presentation. Next 2 weeks or so.
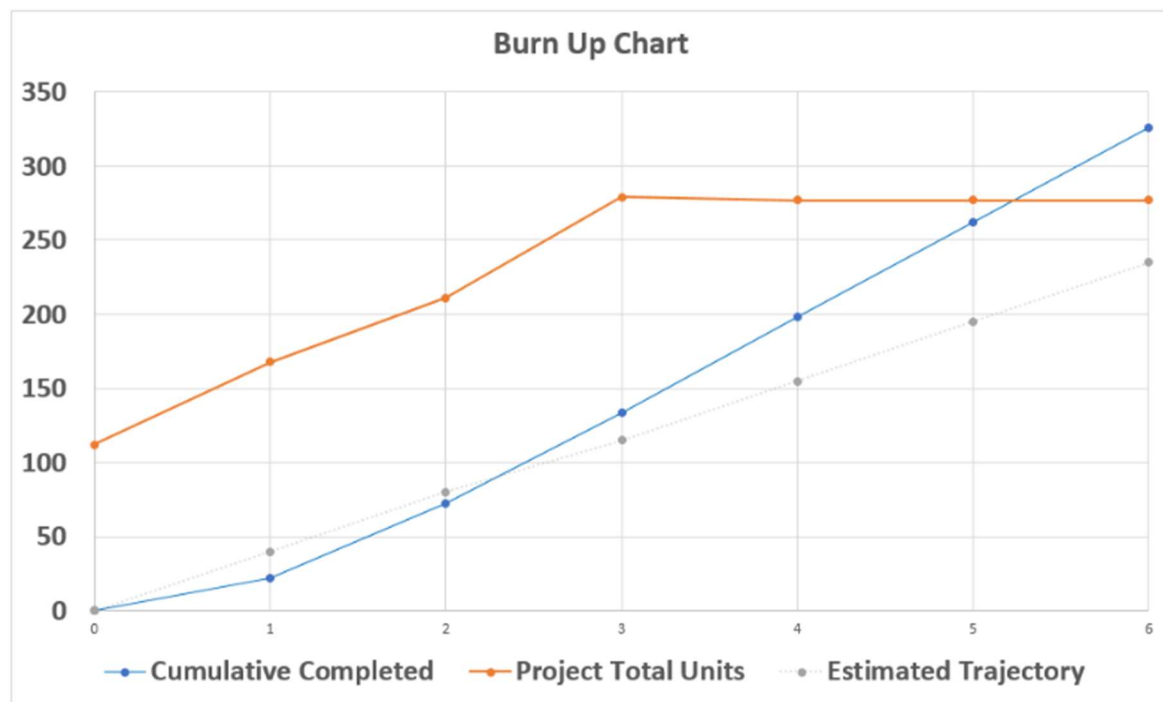Marty will Send visual examples of progress indicators

6.0 additional items

7.0 Next meeting
July 13th? 1pm Skype
8.0 Adjournment
1:37

Burn Up Chart

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	277	40	64	198	155
5	277			262	195
6	277			326	235

At the end of each sprint (even numbered weeks), include everything above and the following:

1. Project end date as estimated at the end of last sprint (based on burn-up chart)
   Sprint 5
2. Project end date as estimated at the end of this sprint (based on burn-up chart)
   Sprint 5

3. Estimated unit completion target for this sprint
   40
4. Achieved unit completion target for this sprint.
   64
5. Provide context for any loss or gain in productivity.
   We had a clear idea of what to do and what needed to get done

6. Estimated unit completion target for next sprint. If different, please explain justification.
   45. Because we r heading close into our final sprint and need to get the rest of the scope complete
7. Attach a list of tasks addressed in the current sprint and their current state, assigned resource and estimate.

Task	Current State	Assigned	Estimate(units of effort)
(Task 34) GameShow: update host and dialogue	Completed	James	2
(Task 52) Pregame Screen	Completed	James	3
(Task 53) GameShow UI	Completed	James	8
(Task41) Change Password	In progress	James	8
(Task8) pop-up explination for "type of challenges"	Complete	Walker	2
(Task37) Intro and exits screens	In progress	Walker	2
(Task 38) Review Hard Ones	Completed	Walker	3
(Task39) Done button	Completed	Walker	1
(Task48) Question Template	Completed	Walker	8
(Task50) Slide Cards template	Completed	Walker	5
(Task51) Rate Questions Template	Completed	Walker	5
(Task7) pop-up explanation for "type of tasks"	Completed	Adam	2
(Task30) Progress indicator	Completed	Adam	5
(Task36) Box to display the comment for questions	Completed	Adam	2
(Task56) Stop screen	Completed	Adam	8
Update E-portfolio	In progress	Adam	2