<<A.C.E.S. Status Report Week 2>>

Project Summary

Our project aims to create a retro game store that combats the rising prices of retro games online. The platform will track live data of old games and consoles, helping users find the lowest prices, access purchase links, and explore the history of their favorite games.

Team Members – (Hours Worked on Project)

- Nate (Research Lead) - 5 hours
- Farid (Planning Lead) - 5 hours

Completed Tasks from Last Week – (Task Owner)

- Researched existing retro game stores and pricing trends (Nate)
- Compiled a list of potential API's to be used on our website (Farid)

Planned Time	Actual Time	Remaining Hours in Budget
Nate: 5 hours	Nate: 4 hours	Nate: 6 hours
Farid: 5 hours	Farid: 4 hours	Farid: 6 hours

Planned Tasks for Next Week – (Task Owner)

- Nate: Researching web scraping tools for price tracking
- Farid: Drafting content outline for the history section

Project Risks – (High, Medium, Low)

High: Possible delays in securing affiliate partnership

Medium: Technical challenges with web scraping implementation

Low: Availability of historical data for pricing analysis

Overdue Tasks

None

Issues

None reported

Follow-up Actions – (Responsible Person)

Nate will explore different web scraping tools and present findings at the next meeting.

Farid will finalize the content outline for the history section and share with the team for feedback.