<<A.C.E.S. Status Report Week 3>>

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 (Baceknd Lead) - 5 hours
- Farid (Frontend Lead) - 5 hours

Completed Tasks from Last Week – (Task Owner)

- Researched website frameworks to be used in project (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: Comparing backend langues to find the best backend tool for the project.
- Farid: Starting wireframe for design of the project.

Project Risks – (High, Medium, Low)

High: API functionality not working

Medium: Technical challenges with design.

Low: Availability of historical data for pricing analysis

Overdue Tasks

None

Issues

None reported

Follow-up Actions – (Responsible Person)

Nate will explore different backend languages like asp.net and java to determine which languages best help the projects need.s

Farid will design a wireframe for the look of the project and to get a sense of its functionality.