

## <<A.C.E.S. Status Report Week 4>>

### 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 (Backend Lead) - 5 hours
- Farid (Frontend Lead) - 5 hours

### Completed Tasks from Last Week – (Task Owner)

- Worked on website structure and usability (Nate)
- Designed storyboard and basic website design (Farid)

<u>Planned Time</u>	<u>Actual Time</u>	<u>Remaining Hours in Budget</u>
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: Testing languages to see optimal language for website design.
- Farid: Continue website design and UX design.

### Project Risks – (High, Medium, Low)

High: Wireframe incomplete or too little.

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 Continue backend design that works best with website design.

Farid will continue front end design to match Nates Backend design.