

<<A.C.E.S. Status Report Week 6>>

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 Activity Diagram as well as any past due assignments (Nate)
- Worked on presentation for the project and past due assignments. (Farid)

<u>Planned Time</u>	<u>Actual Time</u>	<u>Remaining Hours in Budget</u>
Nate: 4 hours	Nate: 3 hours	Nate: 6 hours
Farid: 5 hours	Farid: 4 hours	Farid: 6 hours

Planned Tasks for Next Week – (Task Owner)

- Nate: Work on gantt chart as well as any past due assignments from hospitalization.
- Farid: Will work on an activity diagram and presentation to catch up.

Project Risks – (High, Medium, Low)

High: Gantt chart must be completed.

Medium: Rework of past assignments.

Low: Lack of research for the project.

Overdue Tasks

No assignments are past due but we might have to rework old assignments.

Issues

Our Group is behind because a teammate was hospitalized for 3 weeks.

Follow-up Actions – (Responsible Person)

Nate will review what was missed while in the hospital and work to develop a gantt chart.

Farid will continue to work on assignments that have been due as well as develop our gantt chart.