<<A.C.E.S. Status Report Week 5>>

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)

- Worked on Database Design to catch up from being hospitalized (Nate)
- Worked on Database Design and presentation for the project. (Farid)

Planned Time	Actual Time	Remaining Hours in Budget
Nate: 3 hours	Nate: 2 hours	Nate: 6 hours
Farid: 5 hours	Farid: 4 hours	Farid: 6 hours

Planned Tasks for Next Week – (Task Owner)

- Nate: Need to catch up by completing week 6 assignments as well as 7.
- Farid: Will work on an activity diagram and presentation to catch up.

Project Risks – (High, Medium, Low)

High: Project behind do to teammates hospitalization.

Medium: Technical challenges with design of database.

Low: Availability of historical data for pricing analysis.

Overdue Tasks

Week 6 assignments may not be completed due to Nate's hospitalization.

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.

Farid will continue to work on assignments that have been due.