<<A.C.E.S. Status Report Week 7>>

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

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

Planned Tasks for Next Week – (Task Owner)

- Nate: Started adding more design to the user interface. Worked on UML class diagram.
- Farid: Designed classes and started class diagrams. Worked on adding more to the user experience.

Project Risks – (High, Medium, Low)

High: More UX and UI must be added to the project.

Medium: Wiki must be worked on.

Low: May need to reconsider languages used.

Overdue Tasks

We need to add more to the UX and UI so we have a more clear idea of how the user will interact with the site.

Issues

We would like to put even more time into the project.

Follow-up Actions – (Responsible Person)

Nate will continue to work UI and UX as well as oncoming assignments.

Farid will continue to work on UI and UX as well as start adding project info to Wiki.