Project Status report

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Community (UN SD goal):	Quality education and partnerships for the goals
MVP #	1
Sprint cycle dates:	October 19 - November 2, 2023

Project Name	SDG Guess Quest
Blurb	This project is a mobile application that combines the beloved 'Guess Who?' game format with the United Nations Sustainable Development Goals to educated and engage users in an interactive, fun, and educational experience while raising awareness about global sustainability challenges. In Canada, there is a significant gap in elementary school education regarding the sustainable development goals. In Saskatchewan, they are not being taught (besides basic concepts relating to the environment and decent work/economic growth). This app is made for students age 9-13 (grades 4-8) and will provide them an introduction into this topic.
For Week Ending	November 2, 2023
Project Status	Yellow
Status Description	• Status is yellow because there have been minor delays relating to the development of MVP1. Currently, the splash screen, welcome page, and login page have been implemented (minor UI adjustments will be needed). The game itself has not been implemented at all. However, it is not in a red state because the goal was to have some development done by this date. Additionally, the learning curve of Flutter has been a somewhat difficult adjustment. This constraint will begin to be less of an issue as the project goes on and I gain more experience. • To get back to green status, I will allocate more time for development. The past few weeks, I had dedicated most of my free time to studying for midterms so I should have more time to work on the MVP during this upcoming sprint. I will also focus more on the game functionality rather than the design/beauty of the project. Once the functionality is implemented, I will shift my focus back to the design.

Activities—During the past sprint cycle

- Created logo
- Created project environment (Flutter)
- Created the MVC structure of the application
- Created app themes, widget constants, images paths, and other shared files
- Added a splash screen for initial page load
- Added welcome screen
- Added login page

Project Issues

- Android/IOS emulator not connecting to flutter. This will be resolved independently. For now, I am using the Chrome/iPhone size using the inspect tool.

Project Changes

- Splash screen added
- No backend framework will be needed as all game functionality can be completed with state and usage of the Firebase database.

Activities—Planned for Next Week

- Add the home page
- Implement game functionality
- Add the signup page
- Hook up Firebase to the project. Achieve secure authentication.

Reflection

- Relative to the deadline (end of November), I feel like I am on track. I am aware that I am behind with respect to the goals of this scrum. However, I am confident that I will achieve my design and development goals by the upcoming deadline.
- I feel good about the progress I have made with the structure of my project. I have files for constants, text strings, image strings, themes, etc. I am adhering to good programming standards which I feel is more important than scraping together a poorly constructed/designed MVP1.
- Barriers that are a current impediment to success: Hooking up firebase authentication could be potentially problematic as there will be another learning curve to work through with this technology. I have also had issues running the IOS and Android emulator. I will need to continue to work through this but as of now, I am still able to build and test using the macOS or Google Chrome environments. Another barrier will be the design of the character cards. I have elected to use AI (DALL-E) to generate the cards which may cause some consistency issues as well as questions regarding quality. I have prepared a worst-case scenario for this scenario where I will draw/design the images myself.
- Help I require to move positively forward: Configuring the emulators. I believe I have the IOS emulator correctly configured as I can run a test project on XCode and have it simulated but my flutter application is not recognizing it.
- There are no questions/concerns that I currently have.