



Project Status report

Name:	Brandon Hillbom
Community (UN SD goal):	Quality Education and Partnerships for the goals
MVP #	2
Sprint cycle dates:	November 16-December 8, 2023

Project Name	SDG Guess Quest
Blurb	<p>This project is a mobile app that combines the beloved 'Guess Who?' game format with the United Nations Sustainable Development Goals to educate 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. There are no changes to the project vision/why.</p>
For Week Ending	December 8, 2023
Project Status	Green
Status Description	Status is green. All planned activities have been completed with the exception of the join game by code functionality. This was listed as a planned activity but it was a "nice to have" feature. The MVP was completed and so the project remains green.

Activities—During the past sprint cycle

- Added 'Learn More' page to start screen
- UI enhancements
- See past asked questions
- Wrote content for SDG cards and SDG information
- Added ability to click on a card and see the card information
- Added facts to hide screen page

Project Issues

No project issues

Project Changes

No project changes

Activities—Planned for Next Week

N/A



Reflection

Do you feel "on track"?

- I feel on track with my project. I was able to accomplish the tasks I wanted to for this sprint. I also completed my MVP with some additional features which I am happy with.

What progress do you particularly feel good (great) about?

- I feel good about the progress I made with displaying information via the card popups, the learn more page, and the facts shown on the hide screen. I believe the progress of this sprint relating to the educational component was sufficient and allows the user to learn about the SDGs using 3 different methods as opposed to the 0 last sprint.

What barriers (if any) do you feel is/are a current impediment to success?

- The only barrier impacting further success is time constraints and priorities from other classes. Otherwise, there are no barriers.

What help (if any) do you require to move positively forward?

- No help required

What questions or concerns do you have (if any)?

- No questions/concerns