**Orthopaedic Surgery Gaming App - Week 4 Status Report**

**To:** Dr. April Armstrong,

Dr. Gary Updegrove,

Dr. Greg Lewis,

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**From:** Amber Graham, Nicholas Duffner, Chenning Zhang

**Subject:**  Progress Update for Week of February 11, 2019

**Date:** February 11, 2019

**Current Project Status:**

* Layout of game has been drafted. We will get approval from our professor at tomorrow’s meeting, and then present to our sponsors during next Zoom call. Upon review by sponsors, we will enter development phase following Spring Break (3/11).

**Work Performed:**

* Submitted Deliverables Agreement signed by team, sponsor, and professor.
* Created project Storyboard to present to the professor and our sponsors.
* Developed a basic program in Unity.

**Team Meetings:**

* Team met on Monday 2/11.
* Will meet with professor Tuesday 2/12 during class.
* Will schedule sponsor Zoom call for a date during the next two weeks, pending responses from all for best date.

**Goals for this Week:**

* Schedule next Zoom call with sponsors by the end of the week.
* Finalize Storyboard with the professor before presenting to our sponsors.
* Decide how we will obtain graphics for use in the app.
* All team members work through a Unity tutorial by Friday.

**Future Work:**

* Next meeting with sponsors: third week of February.
* Obtain graphics for use in the app.
* Complete Statement of Work Report.
* Present SOW in class.
* Complete Literature/Patent/Prior Work Search and Social Impact.
* Divide game into tasks for each team member.

