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

**To:** Dr. April Armstrong,

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

**Subject:**  Progress Update for Week of February 18, 2019

**Date:** February 18, 2019

**Current Project Status:**

* Layout of game has been drafted. We will seek to meet with our professor to present it to him during office hours (due to snow cancellation for last week’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:**

* Created Statement of Work (SOW) presentation to outline report and present to class.
* Snow delay caused postponement of presenting Storyboard to professor.
* Developed a basic program in Unity.
* All team members worked through a Unity tutorial to ensure all are able to use the software.

**Team Meetings:**

* Team met on Monday 2/18 to work on SOW.
* Will meet with professor during office hours if a meeting during class is not possible.
* Polled sponsor team for best date for Zoom call. Still awaiting some responses but prospective date is Tuesday 2/19 at 8 PM.

**Goals for this Week:**

* Present Storyboard to professor and sponsors.
* Finalize Storyboard with the professor before presenting to our sponsors.
* Decide how we will obtain graphics for use in the app.

**Future Work:**

* Obtain graphics for use in the app.
* Complete Statement of Work Report.
* Present SOW in class.
* Divide coding tasks between team members to start following Spring Break.

