**Orthopaedic Surgery Gaming App - Week 6 Status Report**

**To:** Dr. April Armstrong,

Dr. Gary Updegrove,

Dr. Greg Lewis, PSU Hershey College of Medicine

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

**Subject:**  Progress Update for Week of February 25, 2019

**Date:** February 25, 2019

**Current Project Status:**

* Awaiting responses from potential graphic designers.
* We have divided up coding tasks among team members to begin development phase following Spring Break.

**Work Performed:**

* Presented Statement of Work (SOW) outline to class.
* Wrote SOW and submitted to sponsors and professor.
* Presented Storyboard to sponsors and received feedback.
* Generated graphics for use in development.

**Team Meetings:**

* Team met on Monday 2/25 to discuss meeting times with sponsors, work on Patent Search assignment, and delegate coding assignments.
* Will meet with professor on Tuesday 2/26.
* Potential Zoom call with sponsors on Wednesday 2/27 pending Dr. Armstrong’s availability.

**Goals for this Week:**

* Perform Patent/Literature/Prior Work Search.
* Create specific stories for Trauma Scenarios based on feedback from sponsors utilizing resources provided by Dr. Lewis.

**Future Work:**

* Obtain graphics for use in the app.
* Set up Unity environment for our game and build our repository on GitHub.
* Start to develop code for the app following Spring Break. Nicholas: Home Screen and Anatomy Review; Amber: Trauma Scenario #1; Chenning: Trauma Scenario #2.

