**Orthopaedic Surgery Gaming App - Week 8 Status Report**

**To:** Dr. April Armstrong,

Dr. Gary Updegrove,

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

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

**Date:** March 18, 2019

**Current Project Status:**

* Developing code (iOS) for the anatomy quiz and the second trauma scenario.
* Creating graphics to use during development, and to send to graphic designer for specific graphic creation.

**Work Performed:**

* Created home screen.
* Created all screens and transitions for trauma scenario 1 (radius fracture).
* Created first question of anatomy quiz.
* Created first screen of trauma scenario 2 (femur fracture).
* Integrated all screens to ensure that transitions between them (button presses) worked properly.
* Created demo of game in its current state in development for in-class demonstration.
* Added Detailed Design and improved Patent Search sections to the SOW Report.

**Team Meetings:**

* Team met on Saturday 3/16 to develop code for game.
* Team met on Sunday 3/17 to develop code for game and write Design Specification Report.
* Will meet with professor on Tuesday 3/19 for weekly status meeting.

**Goals for this Week:**

* Complete Design Specification Report after meeting with the professor.
* Ensure that transitions between screens are accurate.
* Amber: Create remaining graphics for use during development.

**Future Work:**

* Obtain permanent graphics for use in the app.
* Complete development of source code for game.
* Incorporate graphics.
* Prepare for demo to sponsor.

