

# Weekly Report

31/10/2022 – 06/11/2022

Group ID: 04

Project Name: Group04

Prepared by: Hao Lieu

Team members:

20217492 - **Hao Lieu** *Project manager, Business Analysis*

20127478 - **Duy Huynh** *Developer, Tester*

20127083 - **Tinh Nguyen** *Developer, Tester*

20127436 - **An Nguyen** *Developer, Tester*

## 1. Achievements since last week:

STT	Description	Due Date	Responsibility	%Complete
1	Understand basic of Unity	06/11/2022	Duy Huynh	100
2	Found Assets for project	06/11/2022	Hao Lieu	100

## 2. Issues and impacts:

1. A meeting will be set by the Project Manager with the purpose of getting the basic understanding of tools using in this project (Responsible: Duy Huynh<sup>1</sup>, Action date: 03/11/2022)
2. Assets for the project (3d models, texture...) will be found in the free section Unity Store. However, if one did not be able to find an appropriate asset pack, a small fee ( $\leq \$10$ ) for the asset will be in consideration. (Responsible: Hao Lieu, Action date: 04/11/2022)

## 3. Next week's goals:

STT	Description	Due Date	Responsibility
1	Implement Chess Board	08/11/2022	Duy Huynh
2	Implement Pawn and Bishop	11/11/2022	Hao Lieu
3	Implement Horse and Rook	11/11/2022	Tin Nguyen
4	Implement Chess Piece Class	09/11/2022	An Nguyen

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<sup>1</sup> Though the meeting will be addressed and set by the Project Manager (Hao Lieu), the meeting, however, will be initialized by Duy Huynh since Duy possesses a much more understanding of Unity than other team members.