

# Individual Report Week 3

## Josh Baker Team One 27/7 - 2/8

This week i worked mostly on the milestone report for week four. I justified our choice in project management software and updated the timeline progress and ensured that people knew their deadlines by communicating clearly with them. I also looked into the key stakeholders in the product, (the children) and looked into potential test sites for our product further down the track. As an administrator of the project i didn't code much this week instead i made sure that the other boys knew what was needed to meet our goal of having a working gamestate deployed on a server by week four.

Here are the current 'Administrative' documents:

Comparison chart of possible project management software:

<https://docs.google.com/spreadsheets/d/1vgTs9FM70Gdumatlo2v13aWmxEuc0qq1ddnKxjz6RAs/edit#gid=0>

Timeline Planning:

[https://docs.google.com/spreadsheets/d/1AWDUAiX68S3jjiZb\\_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0](https://docs.google.com/spreadsheets/d/1AWDUAiX68S3jjiZb_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0)

Project Specification:

<https://docs.google.com/document/d/1zr55AHFyXpZhtadgvjlsWp4qTdqWQGoPl9yvZepSArU/edit>