



## Project Status report

Name:	Jonathan Vargas
Community (UN SD goal):	10 Reduced inequalities
MVP #	1 (Play through interactive stories)
Sprint cycle dates:	October 19, 2021 – November 2, 2021

Project Name	Shared
Blurb	Shared is a mobile app that provides interactive stories from local homosexual men. Through sharing learned lessons, it builds a more rounded narrative for homosexual men. Providing relatable stories hopes to bridge the knowledge gap that younger homosexual men need to navigate unique hurdles. This is in line with UN Sustainability Goal # 10 as it provides more context to the labels that homosexual men were forcefully endowed.
For Week Ending	November 2, 2021 MVP1
Project Status	Yellow
Status Description	<p>Foundations for the app was built for this MVP however, majority of the time spent on this MVP was working out initial troubles of configuration and discarding work due to misconfigurations.</p> <p>The plan to get on track is to set constraints on the future features.</p> <p>This includes:</p> <ul style="list-style-type: none"><li>- Setting a 5 min limit to stories</li><li>- No scrubbing feature when listening to audio files</li></ul>

### Activities—During the past sprint cycle

- Create and Setup unity
- Created rough scenes for: home screen, story selection, and story1
- Updated file naming conventions
- Updated README in GitHub

### Project Issues

- Unity has a decently big learning curve and some parts of the interface is confusing.
- Troubles with configuring Git with unity project.
- Discarded work due to misconfigurations.

### Project Changes

For MVP 2 I will push progression system on a later MVP. My design for story selection already acts as a faux progression system as a story is only visible one at a time and in a specific order.

### Activities—Planned for Next Week



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List all activities that the team members will work on during the next week of the project.

Acquire audio assets

Develop visual assets

Develop 1 interactive component for two stories

Develop a small media playing system

## Reflection

### Do you feel “on track”?

I feel slightly behind compared to the project schedule I created. I feel I might have to scale down MVP 3 as I would like to focus on delivering the best interactive experiences as I can.

### What progress do you particularly feel good (great) about?

Creating the rough scenes for the home, story selection, and story1 screens. Even though there is still more for me to learn about unity I feel that having these screens created has set good foundations for my future MVPs.

### What barriers (if any) do you feel is/are a current impediment to success?

- Acquiring assets
- Hardware – My laptop takes a while to render and compile Unity projects.
- Learning curves-As evident with this scrum I am still going through learning curves creating in Unity and I fear that my code will not be as clean as it could be by the end of MVP3

### What help (if any) do you require to move positively forward?

N/A

### What questions or concerns do you have (if any)?

I would like to focus on creating a great interactive experience for the stories I have/plan to include. Switching my priorities might mean I scale down future MVP features and deliverables.

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