



Project Status report

Name:	Jonathan Vargas
Community (UN SD goal):	10 Reduced inequalities
MVP #	3
Sprint cycle dates:	November 23, 2021-December 6, 2021

Project Name	Shared
Blurb	Shared is a mobile app that provides interactive stories from local homosexual men. Through sharing learn narrative for homosexual men. Providing relatable stories hopes to bridge the knowledge gap that younger unique hurdles. This is in line with UN Sustainability Goal # 10 as it provides more context to the labels that endowed.
For Week Ending	December 6, 2021
Project Status	For this particular scrum green. Overall yellow.
Status Description	<p>This MVP was a success in the terms that I was able to implement the main swiping features for 3 inequalities.</p> <p>Overall I the project seems unfinished however with more time I feel as though I can get the software to a serviceable and presentable level when it comes to the interactive and audio stories.</p>

Activities—During the past sprint cycle

During this past sprint cycle I was focused on:

- Researching 3 inequalities
- Creating the swipe feature
- Creating the end of semester documentation

Project Issues

No project issues during this scrum period.

Project Changes

No project changes during this scrum period.

Activities—Planned for Next Week

Activities planned for future mvps are to:

- Add more inequalities
- Curate more story objects
- Clean up UI

Reflection



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Do you feel "on track"?

I honestly do not feel on track. As this is the last scrum I feel as though the project it self is pretty bare bones.

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

Creation of the swipe feature was a moral boost for this project.

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

This was a trend in my past mvps but the lack of time impeded my success.

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

No external help is needed besides to out source creative assets to focus on code.

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

N/A
