Project Status report

Name: Shane Toma
Community (UN SD goal):   Goal 3 geed health and well-being
MVP #   1
Sprint cycle dates: November 2

Project Name	RageQuit No More
Blurb	To improve the health and well-being of gamers.
For Week Ending	November 2, 2021
Project Status	Yellow but getting greener
Status Description	Had a hill to overcome with the learning curve for using overwolf but are getting over it.
Activities—During the past sprint cycle	
Did work ahead of time for MVP #3 to satisfy ENSE411 deadlines, this included interfacing with the Riot GAmes API and using a simple ML agent.	
Project Issues	
Overwolfs documentation and examples make it unclear where boilerplate code ends and standard structural examples begin. We are currently communicating with overwolf to ensure we do not accidentally violate any copyright.	
Project Changes	
No significant project changes have been commited to.	
Activities—Planned for Next Week	
Refine MVP #1 (make it more robust) and begin work on MVP #2.	
Reflection	
Do you feel "on track"? Not quite but we are getting there.	

Do you feel "on track"? Not quite but we are getting there.
What progress do you particularly feel good (great) about? Getting a functional MVP #1
What barriers (if any) do you feel is/are a current impediment to success?
What help (if any) do you require to move positively forward?
What questions or concerns do you have (if any)?