

CSC 667
Spring 2017
March 11th, 2017
Term Project
Weekly Report Specification

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<https://github.com/SFSU-CSC-667/term-project-spring-2017-supermario.git>

1. Next week we will be meeting on Tuesday, March 14th from 2-4pm. A room will be reserved in the library again for our team to meet up.

- 2.

Contribution Percentage:

All team members contributed equally on brainstorming and deciding on a game, UI and Wireframe sketches.

- Mon-Shih Chuang: 100%
- Kaluo Xie: 100%
- Jeremy Tan: 100%
- Brian Marcial: 100%

- 3.

- Brainstormed and decided on the game (UNO)
- Established Communication Channel (Slack)
- Brainstormed, sketched and worked on the User Interface along with the Wireframes
- Assigned each team member with work for next class meeting.
- Set up a date and time for next Meeting

- 4.

Goal	Completed
Decide on Game	✓
Establish Form of Communication	✓
Work on Wireframes	✓
Set Next Meeting Date and Time	✓

