**Status Report**

**Current Workload –**

**Classes -**   
*ANTH-1240 Intro to Cultural Anthropology (Online), CSCI-4250 Software Engineering 1 (MW), CSCI-3130 Advanced Topics in Web Development (TR), CSCI-3000 Career Readiness in Computing (TR), ARTA-1030 Art Appreciation (Online)*   
**Work -**  
*Tutoring: 2-10+/week varying on the amount of people needing help.*   
**Extracurriculars -**  
*Esports Varsity Captain: 11+/week depending on practice, matches, and organized events*

**Exceed level-  
BOLD-** small exceed  
HIGHLIGHT- medium exceed  
**BOLD HIGHLIGHT-** High Exceed

**Weekly Accomplishments –**

**Friday-  
ARTA-** Completed my midterm and scored an A.  
**ESPORTS-** Had virtual practice for 1 hour where we focused on communication skills and covering how the rest of the semester would function.  
**ANTH-** Created a study guide for my midterm I would be taking this weekend.

**Saturday-  
CSCI-3110-**Began studying and rewriting notes for my upcoming test on Thursday about JavaScript and DOM manipulation.

**Sunday-  
ANTH-**Took my midterm and felt confident about how I did, but I am still waiting for the results.  
**CSCI-4250-**Reviewed .gitignore to refresh my brain and prepared how I wanted to present how it functioned for class on Monday.  
**ESPORTS-**We had a Sunday-Funday where we split up into our teams and painted pumpkins with our game logos on them. These pumpkins will be published on social media and around our coach’s neighborhood to vote on which is best. The winning team will be taken to dinner (undecided location) as a reward.

**Monday-  
CSCI-4250-** Arrived at class early and prepared my presentation. Once class began I presented how “.GitIgnore” worked. I showed how this file is an optional configuration in Git that is used to separate certain files or artifacts from being tracked in the source control to prevent them from being unintentionally altered. As we continued into class, we covered Agile philosophy and the principles in the Agile Manifesto. Since we don’t have class on Wednesday, we also started covering Scrum to prepare us for our required reading and Monday’s session. Finally, I took my daily quiz and scored a 90 without notes and went back to make sure I made a 100 so I could add the questions to my notes to prepare for the topic quiz.   
**ESPORTS-**Had practice for 1.5 hours where we focused on communication by playing Keep talking and no one explodes. Essentially a game where one person has a manual and the other person is defusing a bomb. Neither one can see the other’s screen, so they must communicate what is on the bomb in detail to win.

**Tuesday-  
CSCI-3000-**We didn’t have a lecture this day, but we had a scheduled meeting where we simulated talking with a potential client who was not technically oriented. Afterwards I worked on editing my resume for the career fair tomorrow.  
**CSCI-3110-**We had a lab that focused on JavaScript and DOM manipulation. I only completed 4 of the 5 modules during our scheduled time since they were lengthy sections.

**Wednesday-  
CAREER FAIR-**I thought the career fair went well. I am in the process of scheduling my 2nd interview with KVAT for potential employment when I graduate. I also have two potential employers that I connected with, trying to make an exception for me to be hired to a certain position.  
**ESPORTS-**Had practice for one hour block against IBR.  
**CSCI-3110-**Studied for my test that I will be taking on Thursday and completed the fifth module for my lab.

**Thursday-  
CSCI-3000-**We started our discussion today by documenting what we liked and what we disliked with the career fair so we could send it to Melinda Laprade. Our lecture today focused on good communication skills and the feedback we received for our business meeting.   
**CSCI-3000-**Before class started Noah, Trent, and I had a group study session to prepare for the upcoming test. I also worked with them to help with the issues they were having with their lab. Once class started, we took our test then began our discussion on Ajax.  
**CSCI-4250-Submitted my status report.**

**Upcoming Tasks –  
ARTA-**Weekly discussion post  
**ANTH-**Scavenger Hunt, weekly quiz

**12 Principles-**

1. The highest priority is to satisfy the customer through early and consistent releases of meaningful software.
2. Embrace change, even in late stages, when it can satisfy the customer and provide a competitive advantage.
3. Deliver software in a frequent and effective manner based on the efficiency of the team’s production of features.
4. Developers should work daily with business-people daily when necessary.
5. Build projects around motivated individuals and support self-forming teams to stay motivated.
6. The most efficient method of conveying information is face-face whether in person or virtually.
7. Working software is the primary method of calculating progress.
8. Agile processes should promote a sustainable rhythm across all processes between sponsors, developers, and users.
9. Continuous learning enhances technical excellence, design, and agility.
10. Keep development simple and maximize only working on essential topics.
11. Encourage an environment where teams choose jobs they are motivated to work on.
12. Perform regular team reflections to discuss improving efficiency, and adjust accordingly.