	Item	Status	Notes	Assigned
1	CPU	100%	Will run the ML the user inputs	
2	GUI	100%	Accepts ML code and prints memory dump	
3	Documentation	100%		
2	CPU			
1	CPU Architecture	100%	Uses switch statements with extracted operands. PC will be simulated through a for loop.	Dane Manley
2	IO	100%	2 instructions	Santiago Ramirez
3	Load/Store	100%	2 instructions	Santiago Ramirez
4	Arithmatic	100%	4 instructions	Anthony Peterson
5	Branch	100%	4 instructions	Daniel Espinel
3	GUI			
1	GPU Architecture	100%	Inform user, then for loop incoming user ML untill "-99999" is inputed or line 99 is reached	Dane Manley
2	Editing Mode	100%	User input's code	
3	Memory Dump	100%	After program is executed, print dump of memory	
4	Documentation			
1	Meeting Logs	Up-To-Date	2 Meetings per week	Daniel Espinel

2	ReadMe	100%	Instructions on how to operate the simulator	Daniel Espinel
3	Test Cases	100%		Santiago Ramirez
4	User Cases	100%		Dane Manley/ Anthoney Peterson
5	Reasons Paper	100%	3 reasons for and 3 reasons against SCRUM and Waterfall	Dane Manley
6	Backlog	100%	This document	Daniel Espinel