

Project Name	Math, but More	Date	9/29/18	Project Manager	Finn Jameson				
Project Summary (including redirection)			Key Tasks	Progress	Status	Finish			
We are attempting to build a website that encourages middle schoolers to enjoy solving math problems. We are starting this by creating applets that provide examples of the potential the concepts they are learning have. After speaking to some teachers and evaluating what types of projects intrigue us we have decided to focus on 5 applets (2 that are game related): word problems, transformation matrices, homographies, Angles(Pacman), and Coordinate mapping (Robot Maze)			Make a git repo for the front end	100%	Complete	Done			
			Establish an AWS node that runs our server code	30%	On Track				
			Come up with mock ups of what we want our app	70%	On Track				
			Develop an org chart	100%	Complete	Done			
			Practice Using React Native	30%	On Track				
			Speak to teachers about problems middle school	80%	Complete	Done			
			Apply prettier to project	100%	On Track	Done			
			Implement Maze Applet	0%	Future Task				
			Implement Navigation	0%	Future Task				
			Set up a cohesive design for our whole app	0%	Future Task				
			Implement PacMan Applet	0%	Future Task				
			Implement Homography Applet	0%	Future Task				
			Implement Word Problem Applet	0%	Future Task				
			Implement Transformation Matrix Applet	0%	Future Task				
			Connect Front and Back Ends	0%	Future Task				
Tasks Completed		Tasks Delayed		Tasks Planned					
I'm super excited after this week, we had a mock implementation of an applet, researched with teachers, and agreed on the baseline deliverables for the mid and end of the semester. So a lot of important decisions were made and work is actually being done. So I am looking forward to this next week.		From what we agreed on at the beginning of the week it seems that we miraculously are on track with all our deliverables. Which is awesome but as a worrier by nature, I feel this is too good to be true and won't last long (haha).		We have a good list of future deliverables planned that are concrete and applicable to our skills so I feel good about this. They are listed above under key tasks.					
Team Members -- Billable Hours			Key Project Risks and Issues						
Name	Role/Task	Hours	Type	Risks or Issue Description					
Finn Jameson	Project Manager	4.0	Risk	As CS students we are just busy with deadlines and other classes, so I always have a fear that this project will be pushed to the background as other classes demand our attention					
Brandon Bingham	App Developer/Game Engi	2.0							
Alex Wilson	Chief Architect	2.0							
Kyle March	Backend Developer	1.5	Issue	When I look at the sum total of hours put into this project I would like to see more, and more concrete returns on our projects; and I need to communicate that concern to the rest of the team.					
Tyler Mercer	QA/UX Designer	1.5							
Beka Hill	App Developer/Research A	2.0							
Total		13.0							

			On Track		Issue
			Possible Delays		Risk
			Delayed		
			Complete		
			Future Task		