Project Name	Math, but More		Date	10/27/18	Project Manager		Finn Jameson			

Project Summary (including redirection)	Key Tasks	Progress	Status	Finish		
This week we were just making progress with these apps, none that are complete but three that are closer to completion (matrix, adding and maze); and I think we will ready for the deadline in November.	Make a git repo for the front end	100%	Complete	10/13		
	Establish an AWS node that runs our server code	100%	Complete	10/13/18		
	Come up with mock ups of what we want our app	100%	Complete	10/13/18		
	Develop an org chart	100%	Complete	10/13/18		
	Practice Using React Native	100%	Complete	7/18 (as much as we will		
	Speak to teachers about problems middle school	100%	Complete	10/20/18		
	Apply prettier to project	100%	Complete	10/27/18		
	Implement Maze Applet	40%	On Track	05-Nov-18		
	Implement Navigation	100%	Complete	10/20/18		
	Set up a cohesive design for our whole app	70%	On Track	05-Nov-18		
	Implement PacMan Applet	10%	On Track	01-Dec-18		
	Implement Homography Applet	30%	Delayed	01-Dec-18		
	Implement Word Problem Applet	0%	Future Task	05-Nov-18		
	Implement Transformation Matrix Applet	50%	On Track	05-Nov-18		
	Connect Front and Back Ends	10%	Delayed	8 (its not critical to our p		
	Implement Adding Applet	80%	On Track	11/5/18		

Tasks Completed	Tasks Delayed	Tasks Planned		
Adding Prettier to the project was completed this week and nothing else was really completed but progress was made toward the things that mattered so I'm happy.	The homography applet is more complicated than previously thought because of matrix matin in node.js; so I've pivoted to the matrix transform applet as its easier. And connecting the front and back ends seems to not be critical to our deliverables so we've tabled that task.	The goal for this next week is to get the 3 applets mentioned above off the ground for the presentation in 2 weeks.		

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	Something in the code breaking last minute; same as last week			
Brandon Bingham	App Developer/Game Engi	5.0					
Alex Wilson	Chief Architect	4.0					
Kyle March	Backend Developer	5.0	Issue	The team dynamic is better; so I am not as concerned with this issue. Just hoping none of us get too busy. Same as last week.			
Tyler Mercer	QA/UX Designer	4.0					
Beka Hill	App Developer/Research A	4.0					
Total		26.0					

			On Track		Issue
			Possible Delays		Risk
			Delayed		
			Complete		
			Future Task		