

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 have been preparing for the deliverables due in the next week			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	70%	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						
There have been no officially tasks completed this week, but progress has been made with the maze applet.		A lot of tasks have been delayed due to midterms and other complications, in particular the transformation matrix applet which I am currently working on ad the Adding applet.		The goal for this next week is the same as last week, 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	2.0	Risk	I'm afraid we won't make deadlines in time.						
Brandon Bingham	App Developer/Game Engi	5.0								
Alex Wilson	Chief Architect	4.0								
Kyle March	Backend Developer	4.0	Issue	For a lot of the team members I think this class gets put on the back burner and then the appropriate time to learn and create something is not planned for. I don't blame anyone I see my teammates come to meetings exhausted from long work hours, job interviews, midterms. At this point its hard to find time to sleep let alone commit to another project						
Tyler Mercer	QA/UX Designer	1.5								
Beka Hill	App Developer/Research A	1.0								
Total		17.5								

			On Track		Issue
			Possible Delays		Risk
			Delayed		
			Complete		
			Future Task		