

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%	On Track					
						Apply prettier to project		100%	Complete	Done				
						Implement Maze Applet		0%	On Track					
						Implement Navigation		100%	Complete	Done				
						Set up a cohesive design for our whole app		20%	On Track					
						Implement PacMan Applet		0%	Future Task					
						Implement Homography Applet		30%	Delayed					
						Implement Word Problem Applet		0%	Future Task					
						Implement Transformation Matrix Applet		0%	Future Task					
						Connect Front and Back Ends		10%	On Track					
					Implement Adding Applet	0%	On Track							
Tasks Completed						Tasks Delayed		Tasks Planned						
I know this week, I was sick so I can only speak to who I talked to on Monday; the design color scheme was agreed upon and the UX designer had a plan. I also know everyone watched the video recommend in class.						I know I was sick so my homography applet was delayed. I believe progress has been made in terms of design and navigation, and I believe that's all; so a lot of stuff delayed.		For future tasks, we have catching up to do as far as this weeks work but basically: we have 2 people working on design/ infrastructure, 3 people working on applets and one person trying to connect the front end to the backend.						
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	Same as last week								
Brandon Bingham		App Developer/Game Engi		3.0										
Alex Wilson		Chief Architect		6.0										
Kyle March		Backend Developer		5.0	Issue	I am a little frustrated that not a lot was done this week; I realize everyone is busy but I expect everyone to be adults and continue to get work done, even when I am not there to police them on it. It might be my fault as well I may need to communicate to my team what I need from them better; I am disappointed all the same								
Tyler Mercer		QA/UX Designer		3.0										
Beka Hill		App Developer/Research A		2.0										
Total				21.0										

			On Track		Issue
			Possible Delays		Risk
			Delayed		
			Complete		
			Future Task		