Project Name	Math, but More		Da	ate	10/27/18	Project Ma	anager	Finn Jameson		
Project Summary (including redirection)					Key Tasks	Progress	Status	Finish		
This week we did last minute touchups for the presentation and discussed how				Make a git r	epo for the front end	100%	Complete	10/13		
we wanted to present. Overall we left on Thursday being pretty confident with some but not a lot to do				Ediability and those that rune our derver dodg		10070	Complete	10/13/18		
some but not a lot to do				Come up with mock ups of what we want our app			Complete	10/13/18		
				Develop an		100%	Complete	10/13/18		
					ng React Native	100%	Complete	7/18 (as much as we will		
				•	achers about problems middle school	100%	Complete	10/20/18		
				Apply prettie		100%	Complete	10/27/18		
				Implement N		100%	Complete	05-Nov-18		
				Implement N		100%	Complete	10/20/18		
				•	nesive design for our whole app	100%	Complete	05-Nov-18		
				Implement F	PacMan Applet	100%	Complete	01-Dec-18		
				Implement I	Homography Applet	30%	Delayed	ot to add this in our final		
				Implement V	Vord Problem Applet	100%	In Process	05-Nov-18		
				•	ransformation Matrix Applet	100%	Complete	05-Nov-18		
				Connect Fro	ont and Back Ends	10%	Delayed	8 (its not critical to our p		
				-	Adding Applet	100%	Complete	11/5/18		
				Improving A	pplets	80%	In Process	3-Dec-18		
Tasks Completed				Ta	asks Delayed		Tasks Planned			
We made tweaks to basic	ally every applet and the logi	n page	Some extra other tasks f		aceman applet; due to taking care	Possibly the maze	applet			
Team Members Billable Hours				Key Project Risks and Issues						
Name Role/Task Hours			Туре							
Finn Jameson	Project Manager	2.0		N/A						
Brandon Bingham	App Developer/Game Engi	5.0	1					ļ		-
Alex Wilson	Chief Architect	12.0	•					ļ		
Kyle March	Backend Developer	2.0		The encroad	ching deadline for all our classes.					
Tyler Mercer	QA/UX Designer	5.0	1							
Beka Hill	App Developer/Research A	6.0	1							
Total		32.0								

On Track	Issue
Possible Delays	Risk
Delayed	
Complete	
Future Task	