

Project Name	Kashti 2.0		Date	11/6/20	Project Manager	Cody Uhi	
Project Summary (including redirection)			Key Tasks		Progress	Status	Finish
Create a secure, interactive web-based User Interface (UI) that offers full functionality for the Brigade event-driven scripting platform by May 2021.			Build hi-fi prototype		10%	On Track	
			Create MVP for typescript SDK		10%	Possible Delays	
			Individuals list challenges the project is facing		0%	On Track	
			Create a 3-minute presentation for the class		5%	On Track	
			Complete peer evaluations		20%	On Track	
			Build OIDC proof of concept		100%	Complete	
					0%	Future Task	
					0%	Future Task	
Tasks Completed			Tasks Delayed		Tasks Planned		
OIDC proof of concept built Charted structure of authx section in the SDK					Everyone individually list the challenges that they feel the project is facing. Build a hi-fidelity prototype using code to present on Monday (11-9-20) Create a MVP for the typescript SDK with basic GET, POST, PUT/PATCH, and DELETE functionality		
Team Members -- Billable Hours			Key Project Risks and Issues				
Name	Role/Task	Hours	Type	Risks or Issue Description			
Cody Uhi	Completed the OIDC proof of concept	6.0	Issue	Time to meet as group and have consistent progress in key areas			
Derryck Dunn	In the process of working on the UI	7.0					
Daniel De La O	Start UI prototype	6.0					
Spencer Sundrud	Building sample Angular application	6.0	Issue	Understanding backend functionality enough to integrate it into the frontend.			
Stephen Kendall	Charting SDK structure	7.0					
			Risk	As we continue to make progress in our general understanding and coding of the project, we could still find ourselves with questions and needing more time to understand the content. Essentially, we could run the risk of spending more time than we think we need. The best approach is to make sure we measure and evaluate along the way, so that we can be prepared and organized come any deadlines.			
Total		32.0					