Project Name	Kashti 2.0		Date	10/23/20		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.		Research Angular Vulnerabilities	100%	Complete	
		Research Kubernetes Implementations	100%	Complete	
		Research Angular Framework	100%	Complete	
		Research Brigade Implementations	100%	Complete	
		Prepare/perform 3 min. Presentation	100%	Complete	
		Build a login page/proof-of-concept	5%	On Track	
		Prepare/perform vulnerabilities Presentation	100%	Complete	
		Build a TypeScript SDK for Brigade	0%	Future Task	

Tasks Completed	Tasks Delayed	Tasks Planned
Initial research endeavors have been completed (Angular, TypeScript, Brigade implementations, Kubernetes). A 3 minute presentation was prepared and given in class describing our project.	None at thsi time.	Build a login page/proof-of-concept. Build a TypeScript SDK.

Team Members -- Billable Hours			**Key** Project Risks and Issues		
Name	Role/Task	Hours	Type	Risks or Issue Description	
Cody Uhi	Prepare/present 3 min p	8.0	Issue	Some of the Key Tasks are monolithic and it will be harder to track day-to-day progress on them. This should be more strongly segmented.	
Derryck Dunn	Lucidchart visual on API	7.0			
Daniel De La O	Meetings with Kent and	8.0			
Spencer Sundrud	Vulnerabilities research,	7.0	Issue	We do not have a strong timeline to follow for smaller tasks within the Key Tasks. This ambiguity makes it less likely for work to be done on them, as students would rather focus their time on other assignments that DO have defined due dates.	
Stephen Kendall	Learning Typescript & S	5.0			
			Issue	We have not done much coding work together so far and we still need to get used to others' work style. If this does not start soon we will not be able to address it until later.	
Total		35.0			