

Project Name	Kashti 2.0	Date	10/30/20	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.			Verify everyone can contribute to the repository	100%	Complete	
			Create a MVP for the TypeScript SDK	15%	Possible Delays	
			OIDC integration with Angular Proof-of-concept	15%	Possible Delays	
			Break down the Go SDK	50%	On Track	
			Make a list of features to be transferred to the Go SDK	100%	Complete	
			Re-establish expectations with sponsors	0%	Future Task	
			n/a	0%	Future Task	
Tasks Completed			Tasks Delayed	Tasks Planned		
Peer programming meetings attended OIDC integration with Angular Proof-of-concept started Began breaking down the Go SDK Made a list of features the Go SDK has to see if we want them in the typescript SDK			Possible delays on OIDC Proof of Concept due to lack of progress Possible delays on TypeScript SDK due to lack of progress ^Reality of these delays depend on expectations of where our progress should be	Complete the Proof-of-concept for OIDC Establish a minimum-viable-product for the Typescript SDK		
Team Members -- Billable Hours			Key Project Risks and Issues			
Name	Role/Task	Hours	Type	Risks or Issue Description		
Cody Uhi	Started work on OIDC in	6.0	Issue	The team is currently experiencing low morale/burnout due to large workload present in other classes/work. We need to find a way to motivate ourselves to work on the project.		
Derryck Dunn	Began trying to devour t	7.0				
Daniel De La O	Set up personal git work	5.0				
Spencer Sundrud	Angular Vulnerabilities fi	6.0	Issue	The project has multiple parts to it and our team does not know where it should be on these parts of the project. We need to talk to the sponsors about where they expect us to be on each part of the project so we know whether we are focusing on the correct things at the correct times.		
Stephen Kendall	Learning Go SDK	6.0				
			Issue	Due to the multiple parts of the project, it is hard to gauge progress on those parts of the project. We need to find a way to organize everything that is going on.		
Total		30.0				