

Project Name	Kashti 2.0		Date	10/17/20	Project Manager		Cody Uhi	
Project Summary (including redirection)			Key Tasks		Progress	Status		Finish
Create a web-based User Interface (UI) that offers full functionality for the Brigade event-driven scripting platform by the end of April 2021.			Create Low-Fidelity Prototype for UI		100%	Complete		16-Oct-20
			Research Angular vulnerabilities		75%	On Track		21-Oct-20
			Research Kubernetes Implementations		75%	On Track		14-Oct-20
			Research Angular Framework		75%	On Track		21-Oct-20
			Research Brigade Implementations		75%	On Track		21-Oct-20
			Complete System Lvl Heuristic Document		100%	Complete		23-Oct-20
			Prepare the 3 min. Presentation		100%	Complete		05-Oct-20
			Create a LucidChart documentation for API		60%	Future Task		19-Oct-20
Tasks Completed			Tasks Delayed		Tasks Planned			
Complete the System level heuristic document. Create a low-fidelity prototype for the UI. Prepare a 3 minute presentation for the class.			n/a		Perform research regarding Angular vulnerabilities, Angular usage, Brigade 2.0 usage, Perform a 3 minute presentation to the class about our project. Create a LucidChart documentation for the Brigade API interactions.			
Team Members -- Billable Hours			Key Project Risks and Issues					
Name	Role/Task	Hours	Type	Risks or Issue Description				
Derryck Dunn	Research, establishing v	7.0	Issue	We do not know the answer to the question "when do we start coding?"				
Cody Uhi	Research Angular, defin	10.0						
Daniel De La O	Research on UX and UI	8.0						
Spencer Sundrud	Research, presentation	7.0	Risk	We have invested in a lot of hours in researching but have not proven that the research has viability yet because we haven't built anything.				
Stephen Kendall	Learning brig, k8s, UI pr	9.0						
			Issue	n/a				
Total		41.0						