Project Status Report

Project Name: Team Cerebral
Team Members: Nick Spina, Matthew Frosini, Conor Ahern, Connor Schultz
Date: 2/11/18   **Cycle Number:** 1

System Intent: "Port the classic competitive robot game ATRobots to modern operating systems with a more advanced and evolved interface."

Cycle Intent: Get ATRobots games to run in the command line with results, no graphics

Accomplishments since the last status report:
- N/A (This is the first report)

Obstacles encountered since the last status report:
- N/A (This is the first report)

Risks facing the project:
- No risks have been identified at this point.

Objectives for the next week:
- Have a substantial portion of the code that does not have to do with graphics ported to C++.
- Complete coding for drawing shapes/objects demo, begin testing
- Redesign simple GUI for ATRLock, spawn hello world .exe from GUI

User Features:

#	User Feature <*Short Name: Short Description*>	Planned			Actual		
		Cycle planned for completion	Total planned hours	Planned hours this cycle	Status (completed, discarded, in progress, unstarted, etc.)	Actual hours this cycle	Total actual hours this project
1	Working non-graphical matches between robots	1	70	70	Unstarted	0	0
2	ATRLock with GUI interface	1	15	15	Unstarted	0	0
3	Drawing shapes/objects demo	1	5	5	Unstarted	0	0
4	Decoding locked robots for feature #1	1	5	5	Unstarted	0	0

Team Actions:

	User Feature <*# only*>			Planned	Actual							
Name	Coder(s)	Tester(s)	Reviewer(s)	Planned hours this cycle	Process hours		Product hours		Customer hours		Total hours	
					Week	Cycle	Week	Cycle	Week	Cycle	Week	Cycle
Conor Ahern	1, 2	4	1, 2, 4	36	0	0	0	0	0	0	0	0
Nick Spina	1, 2	3	1, 2, 3	36	0	0	0	0	0	0	0	0
Matt Frosini	1, 4	2	1, 2, 4	36	0	0	0	0	0	0	0	0
Connor Schultz	3, 4	1	1, 3, 4	36	0	0	0	0	0	0	0	0