

Skull King Recorder		Date	Sept 17 - Sept 23 2022		Project Manager	Blake Jensen	
Project Summary (including redirection)			Key Tasks		Progress	Status	Finish
We focused on creating and defining the requirements for the project. We are going to be using flutter framework so the dart programming language for the creation of the app. The App will include the ability to keep and score the skull kinig game.			General Architecting		100%	Complete	
			Front end		60%	On Track	
			Plan Flutter Pages		100%	Complete	
			Backend Models		35%	On Track	
			Hamburbger Menu		75%	On Track	
			Theme		100%	Complete	
			API endpoints		50%	On Track	
			Presentation Layer		50%	On Track	
Tasks Completed			Tasks Delayed		Tasks Planned		
Continued working on getting the integration between View, Presentation Models, and API layers			n/a		PRepare for midterm and Final Presentation		
Team Members -- Billable Hours			Key Project Risks and Issues				
Name	Role/Task	Hours	Type	Risks or Issue Description			
Blake Jensen	Project Manager/Define	3.0	Risk	Falling Behind on the View			
Corban Anderson	Front-end Lead/ Define	4.0					
Ignacio R. de Almeida	Back-end Lead/Define F	2.0					
Josh Belot	Chief Architect/Define R	4.0	Issue	WE have allocated another developer to help focus on the Views			
Samuel Hunter	Database Management/	4.0					
Britton Player	Back-end Lead/Define F	4.0					
Total		21.0					