

	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		100%	Complete	
		Plan Flutter Pages		100%	Complete	
		Backend Models		100%	Complete	
		Hamburbger Menu		90%	On Track	
		Theme		100%	Complete	
		API endpoints		100%	Complete	
		Presentation Layer		90%	On Track	
Tasks Completed		Tasks Delayed		Tasks Planned		
Got State working for the app just need to tie up the ends		n/a		Tie up the ends for presentation		
Team Members -- Billable Hours			Key Project Risks and Issues			
Name	Role/Task	Hours	Type	Risks or Issue Description		
Blake Jensen	Project Manager/Define	4.0	Risk			
Corban Anderson	Front-end Lead/ Define	4.0				
Ignacio R. de Almeida	Back-end Lead/Define F	7.0				
Josh Belot	Chief Architect/Define R	4.0	Issue			
Samuel Hunter	Database Management/	4.0				
Britton Player	Back-end Lead/Define F	4.0				
				WE have allocated another developer to help focus on the Views		
Total		27.0				