

Project Name	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		0%	On Track		
			Wire Framing		0%	On Track		
			Defining Requirements		100%	Complete		
					0%	Future Task		
					0%	Future Task		
					0%	Future Task		
					0%	Future Task		
Tasks Completed			Tasks Delayed		Tasks Planned			
Met as group and defined the requirements and expectations. Learned about and practiced using Flutter for Mobile Dev			n/a		General Architecting and Wireframing Practice using Flutter			
Team Members -- Billable Hours			Key Project Risks and Issues					
Name	Role/Task	Hours	Type	Risks or Issue Description				
Blake Jensen	Project Manager/Define	1.5	Risk					
Corban Anderson	Front-end Lead/ Define	0.0						
Ignacio R. de Almeida	Back-end Lead/Define F	3.0						
Josh Belot	Chief Architect/Define R	3.0	Issue					
Samuel Hunter	Database Management/	3.0						
Britton Player	Back-end Lead/Define F	3.0						
				rent. The team works well, and as we reach potetial issues we will address them. To help make sure tha				
Total		13.5						