

Project Name		Skull King Recorder		Date	Sept 17 - Sept 23 2022	Project Manager	Blake Jensen	
Project Summary (including redirection)				Key Tasks		Progress	Status	Finish
<p>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.</p>				General Architecting		0%	On Track	
				Wire Framing		75%	On Track	
				Plan Flutter Pages		0%	On Track	
				Initalize Database		0%	On Track	
				Landing Page		0%	Future Task	
				High Fidelity Figma		0%	Future Task	
				API endpoints		0%	Future Task	
						0%	Future Task	
Tasks Completed			Tasks Delayed			Tasks Planned		
<p>Met as group a created the PERT Chart and the GANTT chart. Worked on Figma to create the overal view and feel of the app. Pracitced Flutter</p>			n/a			<p>Finish Wire Framing on Figma. Build out Landing Page. Initalize Database</p>		
Team Members -- Billable Hours			Key Project Risks and Issues					
Name	Role/Task	Hours	Type	Risks or Issue Description				
Blake Jensen	Project Manager/Define	2.0	Risk					
Corban Anderson	Front-end Lead/ Define	2.5						
Ignacio R. de Almeida	Back-end Lead/Define F	2.0						
Josh Belot	Chief Architect/Define R	2.0	Issue					
Samuel Hunter	Database Management/	2.0						
Britton Player	Back-end Lead/Define F	3.0						
				<p>rent. The team works well, and as we reach potetial issues we will address them. To help make sure tha</p>				
Total		13.5						