

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		80%	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 Architecture and Design document Chart. Worked on Figma to create the overal view and feel of the app. Practiced 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	3.5						
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	2.5						
				<p>rent. The team works well, and as we reach potetial issues we will address them. To help make sure tha</p>				
Total		14.0						