

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		100%	Complete	
				Plan Flutter Pages		100%	Complete	
				Initalize Database		10%	On Track	
				Landing Page		15%	On Track	
				High Fidelity Figma		100%	Complete	
				API endpoints		0%	Future Task	
				Presentation Layer		0%	Future Task	
Tasks Completed			Tasks Delayed			Tasks Planned		
<p>Test Plan. Worked on Figma to create the overal view and feel of the app. Pracitced Flutter. Compelcted High Fidelely Verison of the App (FIGMA). Prepare for Presentation. Finished Architecture</p>			n/a			Build out Landing Page. Initalize Database. Integrate Icons and Themes from Figma		
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	Failure to Implement the High Fidelity Wire Frame				
Corban Anderson	Front-end Lead/ Define	10.0						
Ignacio R. de Almeida	Back-end Lead/Define F	2.5						
Josh Belot	Chief Architect/Define R	2.5	Issue	Work Together, and follow up with how working is done				
Samuel Hunter	Database Management/	2.0						
Britton Player	Back-end Lead/Define F	3.5						
Total		23.5						