

Project Name		Skull King Recorder		Date	Sept 17 - Sept 23 2022	Project Manager	Blake Jensen
Project Summary (including redirection)				Key Tasks		Progress	Status
<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		100%	Complete
				Front end		20%	On Track
				Plan Flutter Pages		100%	Complete
				Initalize Database		10%	On Track
				Landing Page		15%	On Track
				High Fidelity Figma		100%	Complete
				API endpoints		20%	On Track
				Presentation Layer		20%	On Track
Tasks Completed			Tasks Delayed		Tasks Planned		
Presented on the High Fediley Figma. Started on th eFront end. Worked on API and Presentation Layera. Worked on Database.			n/a		Finish Front end and tie Presentation Layer in		
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				
Corban Anderson	Front-end Lead/ Define	2.5					
Ignacio R. de Almeida	Back-end Lead/Define F	3.5					
Josh Belot	Chief Architect/Define R	3.5	Issue				
Samuel Hunter	Database Management/	3.0					
Britton Player	Back-end Lead/Define F	3.0					
				Work Together, and follow up with how working is done			
Total		18.5					