

Skull King Recorder		Date	Sept 17 - Sept 23 2022		Project Manager	Blake Jensen	
<b>Project Summary (including redirection)</b>			<b>Key Tasks</b>		<b>Progress</b>	<b>Status</b>	<b>Finish</b>
<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		40%	On Track	
			Plan Flutter Pages		100%	Complete	
			Initalize Database		35%	On Track	
			Landing Page		15%	On Track	
			Theme		20%	On Track	
			API endpoints		20%	On Track	
			Presentation Layer		20%	On Track	
<b>Tasks Completed</b>			<b>Tasks Delayed</b>		<b>Tasks Planned</b>		
Worked on Database Init. Worked on Theme. Worked on setting up Front End to communicate to DB			n/a		PRepare for the next demo		
<b>Team Members -- Billable Hours</b>			<b>Key Project Risks and Issues</b>				
<b>Name</b>	<b>Role/Task</b>	<b>Hours</b>	<b>Type</b>	<b>Risks or Issue Description</b>			
Blake Jensen	Project Manager/Define	2.5	Risk				
Corban Anderson	Front-end Lead/ Define	4.0					
Ignacio R. de Almeida	Back-end Lead/Define F	3.0					
Josh Belot	Chief Architect/Define R	3.5	Issue				
Samuel Hunter	Database Management/	5.0					
Britton Player	Back-end Lead/Define F	3.0					
				Work Together, and follow up with how working is done			
<b>Total</b>		<b>21.0</b>					