

[6/11/23]

Project Status Report

Snapshot of Project Activities

Activity	% Complete	Issues
Seeking alternatives	100.00%	RogueSharp seems best
Assessing RogueSharp for C#	100.00%	This will be my library and language
Studying C#	40.00%	Anticipated to be ongoing throughout the project, % complete is a very rough estimate.
Studying RogueSharp	40.00%	This job represents basic, broad strokes comprehension and is anticipated to complete next week.
Build simple interface	100.00%	An early success

Status Summary

The Ravening Toad

Kendall Hudson

The first part of this week was spent on solidifying my choice of C# and the RogueSharp library as replacement tools for my project. After that a lot of this week was spent studying the tools I'm going to be using. I'm not trying to master new tools prior to getting this project built, but I did need some general understanding before I could really get moving. I expect to be learning C# throughout this project, but a substantial amount of experience with other languages is applicable so this doesn't seem to be an overly large obstacle. RogueSharp is

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well documented so a high level grasp of its overall functioning is sufficient for the time being.

Most importantly, a very basic implementation of the user interface has been completed. This includes a simple window in which to place output and separate tabs within that window in which to differentiate specific types of output. While I still have a little catching up to do in terms of getting this project back on schedule, this is a major obstacle overcome and confidence in success going forward is improved.

Risks Identified / Plan to Mitigate

There are two major risks at this point. First, and biggest, is my relative lack of familiarity with my chosen tools. In part, this is already mitigated by the overlap between these tools and others which I have used previously, which should allow me to leverage new tools quickly. Second, I'm aware of areas of least confidence and those areas take priority in terms of seeking solutions. I'm guessing I'll devote roughly ten hours purely to studying C# and five to RogueSharp. This certainly may put me above budget for total time spent, but work is condensed by building while I study.

The second risk is simply that I'm a little behind schedule and of course that places my deadline at risk. I've planned extra time in the coming week to catch up.

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Weekly Timesheet

Activity	Actual Hours Worked								Estimated
	Mon	Tues	Wed	Thu	Fri	Sat	Sun	TOTAL	Hours Remaining
Seeking alternatives	1							1	0
Assessing RogueSharp for C#	1							1	0
Studying C#		2	1	1				4	6
Studying RogueSharp			1		1			2	3
Build simple interface					1	1		2	0
								0.00	
								0.00	
								0.00	
								0.00	
								0.00	
Totals:	2	2	2	1	2	1	0.00	10	9