**Weekly Report**

**27/10/2017 – 4/11/2017**

Group ID: **4**

Project Name: D&J

Prepared by: Phy Lieng

Team members:

1551003 – **Bach Le** *Project Manager, Developer*   
1551023 – **Nguyen Ho** *Developer, Designer*

1551025 – **Phy Lieng** *Developer, Reporter*  
1551039 – **Thong Tran** *Developer, Designer*   
1551040 – **Toan Bui** *Developer, Business Analysist*

# Achievements since last week:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **STT** | **Description** | **Due Date** | **Responsibility** | **%Complete** |
| 1 | Complete pet design | 4/11/2017 | Nguyen Ho | 90% |
| 2 | Use-case Model | 4/11/2017 | Phy Lieng | 100% |
| 3 | Positioning, Stakeholder and User Description | 4/11/2017 | Bach Le | 100% |
| 4 | Use-case specification | 4/11/2017 | Thong Tran +  Toan Bui | 100% |
| 5 | Project Plan Revision | 4/11/2017 | Bach Le | 100% |
| 6 | Product Features and Non-functional requirements | 4/11/2017 | Phy Lieng | 100% |
| 7 | List of task achievements | 4/11/2017 | Phy Lieng | 80% |

# Issues and impacts:

1. Since we change our work field from Android Studio to Unity, we need to take more time to examine pedometer on Unity.

# Next week's goals:

|  |  |  |  |
| --- | --- | --- | --- |
| **STT** | **Description** | **Due Date** | **Responsibility** |
| 1 | Design Skin and Food | 10/11/2017 | Nguyen Ho |
| 2 | Examine gyroscope + pedometer on Unity | 10/11/2017 | Bach Le |
| 3 | List of daily mission + images for achievement | 10/11/2017 | Phy Lieng |
| 4 | Implement background and icon for pet on Unity | 10/11/2017 | Thong Tran |
| 5 | Collect BGM | 10/11/2017 | Nguyen Ho |
| 6 | Google Map Api on Unity | 10/11/2017 | Toan Bui |