**Weekly Report**

**22/11/2017 – 28/11/2017**

Group ID: **4**

Project Name: D&J

Prepared by: Nguyen Ho

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 | Implemented and tested pedometer accuracy | 1/12/2017 | Bach Le | 85% |
| 2 | Revising class diagram, classify into packages | 1/12/2017 | Bach Le | 90% |
| 3 | Building UI Prototype: Shop View | 1/12/2017 | Bach Le | 95% |
| 4 | Building UI Prototype: Main View | 1/12/2017 | Thong Tran | 95% |
| 5 | Building UI Prototype: Diary View | 1/12/2017 | Toan Bui | 95% |
| 6 | Documentation: Adding Implementation View and Deployment View | 1/12/2017 | Phy Lieng | 90% |
| 8 | Game Assets: Improvement on animation | 1/12/2017 | Nguyen Ho | 95% |

# Issues and impacts:

Issues: Debating among members for the UI prototype: many ideas and opinions but none have reached great UI design.

# Next week's goals:

|  |  |  |  |
| --- | --- | --- | --- |
| **STT** | **Description** | **Due Date** | **Responsibility** |
| 1 | Implementation: Main Screen component (Simple version) | 15/12/2017 | Thong Tran |
| 2 | UI Design: control widget (Button, Arrows, Label, etc.) | 15/12/2017 | Phy Lieng |
| 3 | Game Asset: more animation, refinement | 15/12/2017 | Nguyen Ho |
| 4 | Implementation: Data classes and test database | 15/12/2017 | Bach Le |
| 5 | UI Design: Improvement in Diary View | 15/12/2017 | Toan Bui |