**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 | Design Skin and Food | 10/11/2017 | Nguyen Ho | 80% |
| 2 | Examine gyroscope + pedometer on Unity | 10/11/2017 | Bách Lê | 70% |
| 3 | List of daily mission + images for achievement | 10/11/2017 | Phy Lieng | 100% |
| 4 | Collect BGM | 10/11/2017 | Nguyen Ho | 100% |
| 5 | Google Map Api on Unity | 10/11/2017 | Toan Bui | 100% |
| 6 | Implement background and icon for pet on Unity | 10/11/2017 | Thong Tran | 100% |
| 8 | Software Architecture Document | 10/11/2017 | Phy Lieng | 90% |
| 9 | Facebook SDK | 10/11/2017 | Phy Lieng | 70% |
| 10 | Class Diagram + Component Diagram | 10/11/2017 | Phy Lieng + Thong Tran | 90% |

# Issues and impacts:

Everyone is fucking lazy :D :D.

# Next week's goals:

|  |  |  |  |
| --- | --- | --- | --- |
| **STT** | **Description** | **Due Date** | **Responsibility** |
| 1 | Pet Animation | 18/11/2017 | Nguyen Ho |
| 2 | Implementation and demo of Step Counter | 18/11/2017 | Bach Le |
| 3 | Adjusting the Achievement goal to be feasible | 18/11/2017 | Phy Lieng |
| 4 | Aesthetic Adjustment | 18/11/2017 | Thong Tran |
| 5 | Implementation and demo of Google Map on Unity | 18/11/2017 | Toan Bui |
| 6 | Continue to examine Facebook SDK | 18/11/2017 | Phy Lieng |