Project Status Summary Report
[FSE100 | FMS Project]

Team 4
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1)Executive Summary

Project Manager	Status Date	Phase
Ryan Meuth	11/10/2020	Week 8

Project Status Schedule	Y	*Still need to finalize scoring for all games and need to connect games with the front page, we can move on to game review after that.*
Green = Launch On Schedule	*Yellow =Tasks Behind Schedule*	*Red = Critical Path Impact*
Project Document Repository		Pause Screen Demo Line Drawing Target Practice Guitar Hero Front Page

2) Key Schedule Milestone Tracking from Gantt Chart

Tasks	Target Date	Actual Date	Status (%)	Comments
Line Drawing Implementation	10/27/2020	11/10/2020	100%	
Target Practice Implementation	10/30/2020	11/10/2020	90%	Need to work on scoring
Guitar Hero Implementation	11/02/2020	11/10/2020	90%	Adding music
Line Drawing Review	11/10/2020	11/10/2020	60%	Scoring system needs to be less confusing
Target Practice Review	11/12/2020	11/10/2020	60%	Scoring needs to be finalized
Guitar Hero Review	11/14/2020	11/10/2020	60%	Need to finish added music

3) Progress from This Week *<should include pending tasks from previous week>*

- Give Line Drawing game feedback in game
- Give dialogue boxes feedback when hovered
- Added explosions to target practice game
- Have been adding music, making it line up with falling notes and making game speed up the higher score you get

4) Progress Planned for Next Week

- Put all games together though the Front page
- Use storeItem() to save high scores

5) Gantt Chart Updated *<add the newest Gantt Chart>*

Gantt Chart 11/10

6) Team-Evaluation for the Week

Team Member Name	Absent	Poor	Fair	Good	Outstanding
Abdur Naveed					X
Joshua Budd					X
Nathaniel Sullivan					X
Ryan Keyser	X				