

1) Executive Summary

Project Manager	Status Date	Phase
Ryan Meuth	10/27/2020	Week 6
Project Status Schedule	G	Have made solid progress in all three of our exercises and homescreen
<i>Green = Launch On Schedule</i>		<i>Yellow = Tasks Behind Schedule</i>
<i>Red = Critical Path Impact</i>		
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 Define feedback	10/22/2020	10/20/2020	90%	Line scoring needs to be finalized
Target Practice Define feedback	10/23/2020	10/20/2020	80%	Need more work on the scoring
Guitar Hero Define feedback	10/27/2020	10/20/2020	85%	Scoring and sounds need to be finalized
Line Drawing Implementation	10/27/2020	10/20/2020	80%	Popup needs to be fitted with custom text and states
Target Practice Implementation	10/30/2020	10/20/2020	80%	Need to continue working on scoring and animation
Guitar Hero Implementation	11/02/2020	10/20/2020	80%	Needs more work on animations

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

- Worked on sound and animation for the Guitar Hero game.
- Create a dialogue box with buttons to be used in all games
- Working on putting more detail on the home page and making it more appealing.

4) Progress Planned for Next Week

- Continue to work on sound for Guitar Hero game
- Implement dialogue box into all of the games
- Allow dialogue box's buttons to perform actions
- Keep on detailing the home screen with more color and figuring out how I can make the buttons go to different games.

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

[Gantt Chart 10/27](#)

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

