Project Status Summary Report
[FSE100 | FMS Project]

Team 4
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1)Executive Summary

Project Manager		Status Date	Phase
Ryan Meuth		11/17/2020	Week 9
Project Status Schedule	G	*Still need to finalize scoring for all games and need to connect games with the front page.*	
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 Polish	11/24/2020	11/17/2020	60%	Make scoring less confusing
Target Practice Polish	11/26/2020	11/17/2020	60%	Give player clearer feedback
Guitar Hero Polish	11/28/2020	11/17/2020	60%	Fix scoring

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

- Made code for line game easier to read
- Added stopwatch on target practice game, needed to continue working on scoring and dialogue box
- Worked on GUI components of Guitar game
- Implement pause screen and ability to exit the game in the line game

4) Progress Planned for Next Week

- Connect all games to fronts page
- Make line drawing game give stars instead of correlation number
- Use storeItem() to save high scores

5) Gantt Chart Updated *<add the newest Gantt Chart>*
Gantt Chart 11/17

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