Project Status Summary Report
[FSE100 | FMS Project]

Team 4
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1)Executive Summary

Project Manager		Status Date	Phase
Ryan Meuth		10/13/2020	Week 4
Project Status Schedule	G	Have made solid progress in all three of our exercises	
Green = Launch On Schedule		*Yellow =Tasks Behind Schedule*	*Red = Critical Path Impact*
Project Document Repository		Line Drawing Target Practice Guitar Hero	

2) Key Schedule Milestone Tracking from Gantt Chart

Tasks	Target Date	Actual Date	Status (%)	Comments
Guitar Hero GUI Components	10/13/20	10/13/20	100%	
Line Drawing Implementation	10/27/20	10/13/20	75%	Need to work on scoring and stars
Target Practice Implementation	10/29/20	10/13/20	75%	Need to work on scoring and stars

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

- Basics of target game complete, the user is shown 10 circles and has to click on them
- Basics of line drawing game complete, the user is given two circles and they have to make a point between them, they are then given a score using linear regression
- Basics of guitar hero complete, the user is shown keys falling down that they have to press before they hit a line on the bottom
- Worked on timer/stopwatch that can be used in games for scoring

4) Progress Planned for Next Week

- Have the timer implemented inside the target game and begin work on animations
- Continue working on the scoring on of the line drawing game
- Continue working on the animations for the guitar hero game

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

Gantt Chart 10/13/2020.xlsx

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