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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](https://editor.p5js.org/nsulliv7/sketches/kQtbG-H-V)  [Line Drawing](https://editor.p5js.org/jlbudd/sketches/7OsiQhYpJ)  [Target Practice](https://editor.p5js.org/anaveed1/sketches/5cHSDZ4vE)  [Guitar Hero](https://editor.p5js.org/nqsullivan/sketches/8zFZvtAOhl)  [Front Page](https://editor.p5js.org/rjkeyser/sketches/l05TQ8Lm7) | | | |

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| 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 |

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| 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

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| 4) Progress Planned for Next Week |

* Connect all games to fronts page
* Make line drawing game give stars instead of correlation number
* Use [storeItem()](https://p5js.org/reference/#/p5/storeItem) to save high scores

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

[Gantt Chart 11/17](https://drive.google.com/file/d/1v5ya5Jngb3yJBR-ncE6tZAzMbpjYIM-g/view?usp=sharing)

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| 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 |