Weekly Report

May 25th 2025 - June 2nd 2025

Group ID: <8>

Project Name: <Kontroller>

Prepared by: Nguyễn Gia Nghi

Team members:

23127093 - Nguyễn Gia Nghi Project manager

23127139 – **Hoàng Ngọc Tùng** Frontend *developer*

23127491 - Nguyễn Minh Thuận Backend developer

23127483– **Durong Đức Thịnh** Network engineer

23127343 – **Nguyễn Thành Đạt** Data engineer

1. Achievements since last week:

STT	Description	Due Date	Responsibility	%Complete
1	Writing reports and setting up plans	June 2 nd , 2025	Nguyễn Gia Nghi	100%
2	Designed basic wireframes for UI	June 2 nd , 2025	Hoàng Ngọc Tùng	100%
3	Outlining the main parts of the system	June 2 nd , 2025	Nguyễn Minh Thuận	100%
4	Researched hosting environment and load balancing methods	nts June 2 nd , 2025	Dương Đức Thịnh	100%
5	Deciding the database development tool to use: SQL	June 2 nd , 2025	Nguyễn Thành Đạt	100%

2. Issues and impacts:

- Difficulty aligning UI design with data models (Responsible: Hoàng Ngọc Tùng + Nguyễn Thành Đạt).
- 2. Backend API planning delayed due to unclear endpoint flow (Responsible: Nguyễn Minh Thuận).
- 3. Hosting cost concerns for scaled deployment (Responsible: Duong Đức Thịnh).

3. Solutions for issues

STT	Description	Due Date	Responsibility
1	Hold a short sync-up meeting to finalize key data structures used in UI components	June 7th 2025	Hoàng Ngọc Tùng/ Nguyễn Thành Đạt
2	Define API contract document and align frontend needs by Sep 6th	it with June 7th 2025	Nguyễn Minh Thuận
3	Hosting cost concerns for scaled deployment	June 7th 2025	Dương Đức Thịnh

4. Next week's goals:

- **Nguyễn Gia Nghi (PM):** Complete the project plan and finalize the use-case model.
- Hoàng Ngọc Tùng (Frontend): Develop first version of the login & home screen interfaces.
- Nguyễn Minh Thuận (Backend): Implement user registration and login API.
- **Durong Đức Thịnh (Network):** Set up the development environment with basic server configuration.
- Nguyễn Thành Đạt (Database): Build and test initial database tables for user and game data.