PROJECT STATUS REPORT
PROJECT NAME: SQUIRREL GAME
PHASE/ITERATION: PHASE 1 OF 4
CURRENT DATE: 11-08-12

PROJECT STATUS SUMMARY   Phase Percent Complete: 25%

Scope	Schedule	Risks	Quality

The schedule went off 7% behind schedule due to a late start writing test cases and planning for phase one of the project. This is being corrected by having more team contact to get the work done promptly. By next status report this will be corrected.

WORK PLANNED FOR LAST WEEK

- User story documentation
- Planning features for phase one
- This status report
- User interface mockups
- Test cases for phase one
- Update website

WORK COMPLETED LAST WEEK

- User story documentation – Completed on time and turned in.
- Planning features for phase one – Features have been planned as the completion of this status report.
- This status report – Being completed and reviewed
- User interface mockups – They were assigned to some members of our team to be worked on. Will be completed and reviewed momentarily.
- Test cases for phase one – Test cases have not been written up as of this document.
- Update website – One of the team member's has updated the site with our progress. https://php.radford.edu/~softeng03/

WORK PLANNED FOR NEXT WEEK

- Test cases for phase one
- Development of the planned features for phase one

OPEN ISSUES

At the time, we have no open issues that could cause delays in the project.

OPEN RISKS

We do not have any major risks at this time. Our only concern is time constraints and keeping on schedule.

DELIVERABLES AND MILESTONES

Feature	Planned	Forecasted	Actual	Status
Status Report	10/30/2012	11/7/2012	-	Incomplete
Version One	10/30/2012	11/7/2012	-	Incomplete
Wire Frame Sketchup	11/8/2012	11/8/2012	-	On Schedule
Phase one deliverable	11/29/2012	11/29/2012	-	On Schedule

OPEN CHANGE REQUESTS

Change Request Name	Change Request Number	Request Date	Current Status
-	-	-	-