Date: March 7, 2017

Project: Airline Entertainment

Project Description: We are creating a gaming app, which would be offered by airlines to provide on-flight entertainment for their customers

Project Members: Stephanie Cheng, Tyler Gaber, Kevin Santoni, Dario Trabucco

Current Status:

We have finalized our project charter and have drawn up our final drafts for the prototype. We plan to start designing the prototype this week. We were introduced to our project mentor via email. We have attempted to contact him to set up a kickoff meeting, but unfortunelty, he has yet to respond. We plan to try to get in contact with him again.

Key Issues:

* Unable to get in contact with mentor

Planned Accomplishments:

* Get in contact with our mentor
* Start prototype design