Date: April 11, 2017

Project: New Air Entertainment \*\*NEW NAME\*\*

Project Description: A mobile gaming app for flight passengers to engage in mini game competitions against each other as a solution to the risk of diminishing customer satisfaction from the removal of television screens in the airplanes.

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

Current Status:

We are currently behind on our project deliverables, but are on track to have a presentation and prototype ready for next week’s dress rehearsal. We plan on having up each deliverable by the weekend and a slide deck and prototype ready for next class. The project charter has been updated and the slide deck has been laid out. We are currently typing up the deliverables and revising the business case. The prototype is still in process as we make decision changes on the layout, functionality, and sources of revenue.

Key Issues:

* Not having much content on the project site
* Making final decisions on the prototype
* Slightly behind on deliverables

Planned Accomplishments

* At least have a draft of each deliverable before next class
* A presentable prototype to be critiqued in time for the rehearsal
* Have a slide deck ready to be critiqued in time for the rehearsal
* Have a revised business case as soon as possible
* Set up our last meeting with our mentor