Project Dashboard							
Note: Project plan with origin	nal dates and actual dates should be attached.	Date:	4/28/14				
Project Name:	Last Fan Standing	Project Status:	Y				
	Our product is a trivia application that allows competitors to pay a small "token" fee per against other players. The goal is to combat the boredom of our customers by having a Additionally, this small token entry fee will give participants the ability to take away cash cash prize.	in engaging game that capitalizes on the desire to be "the best" and	win prizes.				
Customer	Milenial smart phone user, sports enthusiast, gambling/chance motivated users						
Project Core Team:	Darin Bartholomew, John Carsia, Cameron Crossley, Jackie Ling, Roman Nicholas						
Next Milestone:	Complete prototype and package with presentation for final reveal. Obtain mentor sign	off #2 and get proper direction for our delivery.					

Phase Status									
	Status	Plan		Status	Plan		Status	Date	
Analysis	G	4/4/14	Testing	R	4/25/14				
Design	G	4/7/14	Installation	R	4/30/14				
Construction	Y	4/14/114							
Leading Indicators Status				Status			Status		
On-Time	Y		On-Budget	Y		Delivery to Scope	Ŷ		

Major Accomplishments/Decisions At this point in our project, we've taken a step back as a group and came to a general agreement on our core business purporse and coinciding revenue stream. We have also addressed each of the three (3) critical issues that were brought to the table in the last status report. We've been able to package together a more comprehensive vision of what the project asks of us. A business plan has been created, PowerPoint presentation has been created, and roughly 75% of our application prototype has been constructed. By dividing up into separate, smaller task forces, we have been able to work more effectively through various areas of the project.

CURRENT KEY ACTIVITIES --- NOTE ACTUAL (VS PROJECTED) DATES ARE INDICATED BY ITALICS

		START				END		
Current Key Activities	STATUS	PHASE	PLAN	ACT	Comments	PLAN	ACT	
UI Mockup	G	Design	31-Mar	5-Apr	Completed rough sketches	3/31/14	5-Ap	
Mentor Introduction	G	Analysis	20-Mar	31-Mar	Intro meeting has occurred	31-Mar	31-Ma	
Begin JIM Prototyping	G	Design	17-Mar	5-Apr	Protyping In Progress	31-Mar	25-Ap	
Sponsor Review	G	Analysis	9-Apr	23-Apr	Gain feedback from Professor	9-Apr	23-Ap	
Finalize Business Case / Plan	G	Analysis	25-Mar	5-Apr	To be completed by EOW	15-Apr	11-Ap	
Finalize Revenue Stream	Y	Analysis	25-Mar	28-Apr		15-Apr	28-Ap	
Marketing Plan	Y	Analysis	31-Mar		Launch Promos	20-Apr	3-May	
Research (competitors / regulatory)	G	Analysis	31-Mar	11-Apr	Barriers to entry	9-Apr	11-Ap	
Ongoing Support	Y	Design	31-Mar	3-May	Sustainable plan	19-Apr	3-May	
Implementation Plan	G	Analysis	5-Apr	3-May	Where is the Data?	20-Apr	25-Ap	

Key Issues					
Description	Description Status Resolution/Update				
Gameplay Disruption	G	In event of disruption, user has ability to accept/reject call. Acceptance of call results in forfeit from current competition. Decision has yet to be made to reimburse certain # of games that were forfeited.	Jackie		
User Integrity	G	Questions are incentivized by time. Quicker correct answer results in more points. Researching would take too much time to accumulate necessary points to win competition.	Cameron		
Mentor Meeting	G	Introduction meeting held on 3/31. Reviewed idea from a high level perspective and received feedback to map out the remainder of the week, and project going forward. Sub teams have been formed and tasks have been delegated to take actions immediately.	Darin		
Packaging Final Project	Y	Prototype has made significant progress and is close to being complete. Finalizing our approach for the presentation is currently at the forefront of our concern. We need to complete our short commercial to start up the presentaiton and add the finishing touches to our PowerPoint.	Cameron and John		

Planned Accomplishments

At this point as the semester nears to an end our biggest accomplishment is finalizing and polishing the finishing touches on each deliverable and tying it together for our deliverable. Our presentation is in the completion stage, as the major thing left to add is the beginning commercial that will kick off the presentaiton. Our prototype should be done by the end of the weekend, which will then be put on display via a focus group to then include those results/details in our final presentaiton. The biggest challenege currently on our plan, which needs to be addressed is how to effectively communicate our complex product and business plans through simple, yet interesting graphics to retain our audience throughout the duration of the presentation.