

Project Dashboard	
Note: Project plan with original dates and actual dates should be attached. <span style="float: right;">Date: 11/17/15</span>	
Project Name: Ubetcha	Project Status: <b>G</b>
Project Description:	Social betting application and social network platform. The application will process user transactions in real time to deliver gambling outcomes on defined and/or unique bets.
Customer:	FOX MIS
Project Core Team:	Timothy Walker, Nick Robinson, Sean Carpenter, Cassandra Borek
Next Milestone:	Webex Meeting with Munir

Phase Status						
	Status	Plan		Status	Plan	
Analysis	<b>G</b>	10/7/15	Testing	<b>Y</b>	11/23/15	
App Design	<b>G</b>	10/19/15	Presentation	<b>R</b>	11/27/15	
Construction	<b>G</b>	11/16/16				
Leading Indicat		Status		Status		Status
On-Time	<b>G</b>		On-Budget	<b>G</b>		Delivery to Scope <b>G</b>

Major Accomplishments/Decisions
This week consisted of looking at everything we have completed and comparing it to the required items in the final deliverable. Except for the prototype, all presentation items are put together and just need finer additions/adjustments. In addition, we held an online meeting with our mentor, Dinesh. He was very satisfied with our progress and looks forward to our presentation in December. The prototype still needs a decent amount of work which will be completed over Thanksgiving break.

CURRENT KEY ACTIVITIES --- NOTE ACTUAL (VS PROJECTED) DATES ARE INDICATED BY ITALICS							
Key Activities	STATUS	PHASE	START		Comments	END	
			PLAN	ACT		PLAN	ACT
Project charter	<b>G</b>	Analysis	Done	28-Sep			
Business model	<b>G</b>	Analysis	Done	28-Sep			
Data Model	<b>G</b>	Analysis	Done	16-Oct			
Project Site	<b>G</b>	Analysis	Done	7-Oct			
Group Site	<b>G</b>	Analysis	Done	4-Oct			
Project Plan	<b>G</b>	Analysis	Done	15-Oct			
Systems	<b>Y</b>	Design	Started				
UI Mockup	<b>G</b>	Design	Done	15-Oct			
JustinMind	<b>Y</b>	Design	Started				
Final Presentation	<b>Y</b>	Delivery	Started				

Key Issues			
Description	Status	Resolution/Update	Owner
Create intuitive welcome page	<b>Y</b>	Model the UI and flow off of another app	
Improve collective UI	<b>Y</b>	Screens are being reconciled by making UI design more universal	
Systems Archecture improvem	<b>Y</b>	Webex meeting with colleague of Dinesh to get feedback	
Protoype walkthrough	<b>Y</b>	Create a recording of prototype walkthrough for presentation	

Planned Accomplishments
1. Second successful meeting with mentor Dinesh 2. Presentation progress has begun 3. Mentor grade assessment: A

