Team Name: sdmay24-09
Team Members: Charlene Baes, Callie Bockart, Jason Kraisser, Leah Wamsley, Samantha Neri, Rachel Schnepf
Report Period: Oct 9-Oct 22

Summary of Progress in this Period
- Meet with our client to further discuss the design of our Figma pages, come up with a plan to meet again in 3 weeks to discuss final page decisions
- Completed designs for quiz questions, and finalized the on-screen interactions that will take place during the quiz
- Addition of a possible discount code that could be used by teachers to get the different levels of the app at discounted prices
- Worked on the workflow of the app, how pages will flow from one to another
- Working Library - this would allow the large amount of information that the client wants to be in the application, but in a way that allows for easy search and access to users
- Quiz will include a lock answer feature and the correct answer will not be displayed
- Updates the benefits of each plan
  - Bronze - single user, with color information and some tools, free
  - Silver - max 2 users, more color information and tools, new price 2.99
  - Gold - unlimited users, full color information and tools, new price 11.99

Pending Issues
- We need an Icon Library that is used by our client.
- Get all the information to help write out app information, such as main website information, pamphlets, and handouts. All this information will be given via a flash drive.
- Look at what third-party payment service we want to use based on the two previous payment services used and all other available services.
- All the quiz questions that the user will go through to figure out what color/personality type they identify as
- Get a layout from the client on what information is important for each page and depending on what the person's color is.
- Get an updated green color that is used by our client.

Plans for the Upcoming Reporting Period
- Look up third-party access for the payment portion of the app, pending client information
- Decide on the software for the backend portion of the app
- Begin to introduce ourselves to react (language for the project)
- Figure out what level of paid Figma we need for our application
- Start to set up the Backend for the application