

Technology Weekly Status Report

Category	Research & Development			
Cross Category Action Items	<ol style="list-style-type: none"> 1. MZ and KR to create a Technology Template of Templates for Technology development projects. Status: 03/28 MZ to review, not high priority. 2. Test Track Pro requirements and competitor analysis to occur. Status 03/28: requirements gathered and KR to review week of 03/31 3. Reexamine application design with Marty (see R&D area) status: 03/28: there are definitely opportunities to enhance application to scale and produce more performance. See below. 			
Functional Area	Accessibility & Integration	Reporting & Analytics	Data Management	Internal Applications Development
Action Items	<ol style="list-style-type: none"> 1. KR to scope Crossfire project and possible changes required to CDT. Status: 03/28 Awaiting firmer requirements from Strategy / Production. Status: 2. Firm up crossbrand functional spec. status: 03/28 Meeting with production on on 4/1/03. 3. CreateCDT Integration base cases for CDT Integration timeline and budget estimates. (DCX, non-DCX easy, non-DCX medium, non-DCX complex). Status: 03/28 First draft has been sent to MD in January and awaiting feedback. 	<ol style="list-style-type: none"> 1. KR to meet with Derick to define possible reports changes due to DMR tracks 2 and 3. status: Meeting today 2. KR awaiting DC approval of JGZ reports aggregation changes. Status: 03/28 waiting feedback 3. Ray to update reports site for look and feel issues identified by Ashish. Status: 03/28 will begin week of 03/31 4. Best practices for game development that will aid in CDT's ability to report on more metrics. Status: 03/28 to be in Developer's toolkit pending start date 	<ol style="list-style-type: none"> 1. JW redesigning user tracking using Open Source JBoss and JMS Queues (to produce higher performance). Status: 03/28 reviewing 04/02 2. Need to complete CDT Phase 1 post-mortem and coordinate with Dave Zobel. Status: 03/28 this has been here since December, need to determine where this fits in the priorities. 3. Identifying "cost of doing business" items (development software, etc) separate from hosting costs for budget management: status: 03/28 pending meeting with JH for budgeting. 4. Listing each future feature and CDT Registration Services feature that has not been tested by DCX games. Have business team rank these features to guide future development. Schedule CDT brainstorming session for YaYa management / sales to indicate what they see the need and desire for from the customers. Status: 03/28 MZ to organize this into the larger CDT strategy. 5. Paul Wang investigating eliminating server affinity and singleton in registration service to produce low cost, linear.scalability status: 03/28 meeting today on progress. 	<ol style="list-style-type: none"> 1. User Support is beta testing the ticket tracking system. Status: 03/28 pending evaluation from NS. Opportunity to consolidate this with Test Track Pro (or its equivalent)