**Week1:**

I finished the task diagram. And I have created the risk register and have identified 2 cutting points.

I have completed 7.5% of my currently scoped. (3hr actually spent /40hr total estimate).

The estimated time is still about the same as initially estimated time. I will keep using this scope in my summary statements.

**Week2:**

This week, I have implemented the button 0 part, which includes the measurement of arming time and measurement of recharge time. Moreover, I have played around with the LCD. At this point, I can draw the canyon wall, masses and platform on the LCD. And I can let the mass fall from the top of the screen at some constant x-speed and y-speed.

The scope of this project is updated to 47 hr in total in this week

I have completed 13% of my currently scoped. (6hr actually spent /47hr total estimate).

I will keep using this scope in my summary statements.

**Week3:**

This week, I have implemented the shield and slider part, which includes the movement of shield and slider operation. Shield can rebounce from the Canyon Wall with same speed. I haven’t applied the real-world physics on it yet. Moreover, I have built some unit tests for the physics task, which includes x-axis position change and y-axis position change, kinetic energy calculation and x-axis velocity change and y-axis velocity change.

The scope of this project is updated to 42 hr in total in this week

I have completed 31% of my currently scoped. (13hr actually spent /42hr total estimate).

I will keep using this scope in my summary statements.

Week4:

This week, I have implemented the physics task, which includes the movement of shield and ball. Shield and Ball can rebounce from the Canyon Wall with same speed. I have applied the real-world physics on it by using the velocity formula. Moreover, I have re-built some unit tests for the physics task because different velocity had been used in the code, which includes x-axis position change and y-axis position change, kinetic energy calculation and x-axis velocity change and y-axis velocity change.

Moreover, my platform can catch the ball few times without boost function. I plan to implement the rest of the project in the next few weeks.

The scope of this project is updated to 28 hrs in total in this week. I was overestimated the difficulty of this project before

I have completed 57% of my currently scoped. (16hr actually spent /28hr total estimate).

I will keep using this scope in my summary statements.