**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.

Week5:

This week, I have improved the physics task and slider task. Now, they are more playable. And I have also added another two balls in the game with different diameter, initial velocity, acceleration etc. Thus, the only way to win the game is you successfully catch all the ball. Once you miss one of them, you fail the game. Beyond that, I have added some pattern for “Success” and “Fail”

The scope of this project is updated to 28 hrs in total in this week.

I have completed 82% of my currently scoped. (23hr actually spent /28hr total estimate).

I will keep using this scope in my summary statements.