

Task	Status	Deadline	Est Hours	Tracked Hours		Total Est	Total Actual	Total Est for Complete Tasks	
						36.5	33.15	36.5	
Project plan and diagram	Complete	3/22/24	2	4			% Used Time	% Complete	Used/Complete
Velocity task physics plan (angles independent)	Complete	4/1/24	0.5	0.25			0.9082191781	1	0.9082191781
Build velocity task (and unit test)	Complete	4/5/24	2	3.5	Unit Test: Calculations				
Build position task (w/o obstacles)	Complete	4/5/24	1	0.5	Unit Test: Calculations				
Build LCD task (only ball)	Complete	4/5/24	1	1.5	Functional Test: Ball motion on empty board. No reset screen yet (game always on)				
LCD Functions to draw map	Complete	4/5/24	4	1					
Add map to LCD (hardcoded map)	Complete	4/12/24	0.5	0.5					
Update position task for hitting walls	Complete	4/12/24	1	7	Functional Test: See if walls impede ball. Note: After achieving MVP may try to improve				
Update position task for holes/waypoints	Complete	4/12/24	1	0.75	Functional Test: For now, hitting holes/waypoints just lights up LEDs				
Disruptor task with limitless energy and with flag directly from ISR	Complete	4/12/24	2	0.5	Functional Test: Quantum tunneling working as expected				
Random map generation in init function	Complete	4/12/24	2	3.25	Unit Test: Valid map each time? (Ball not in wall or hole at start)				
Button task between button and disruptor	Complete	4/12/24	0.5	0.25					
LCD function for win/loss screen	Complete	4/12/24	2	1.5					
Add winning and losing (based on holes/waypoints)	Complete	4/19/24	2	1	Functional Test: Hit end of game screen?				
Reset task (connect to button task and timers)	Complete	4/19/24	4	2					
Game is timed and time displays with score	Complete	4/19/24	3	1.5	Unit Test: Score calculation				
Add timer to disruptor task for energy drain/recharge	Complete	4/26/24	4	1.15					
LED Task with green LED only	Complete	4/26/24	1	0.75					
Red LED	Complete	5/1/24	1	0.5					
Losses due to ball leaving board	Complete	5/1/24	2	1.75					