Progress Report

Week 15, R3

L.O.S.T

Logically Oriented Software Technology

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Continued with the UML class diagram, creating the overall design of the objects and how they work together. We also started designing the state machine diagram, creating two work groups. Calle and Kim will work with the state machine diagram and Rasmus and Erik will work on the class diagram.

### Major design decisions

We decided to give each object its own initialize that will be used to send down the d3dDevice from the rendering object so that they can draw themselves. This way the renderer will only draw the whole screenHandler and does not have to worry about which screen or which objects are being drawn at this time, this will be handled by the objects themselves.

We decided to use a singleton design pattern in the baseScreen. This is so that the different screens will be able to share the same objects( the camera and the audioHandler) between them.

We created a abstract GameObject class that the menuObjects, wallObjects and the nonStaticObjects will all inherit from. Prior to this they were all separated. The reason for this is because they had all the basic functions and variables in common.

We gave the project a pre-release name "Shoe-gone". By doing this we hope to give the project a more serious touch.

### WBS changes

Recalculated the work time since we lost one team member. We also made our time charts more advanced to give a better view of the status of the project, with percentage completed etc.

### Issues, problems and risks

The major issue for now is the fact that we lost one team member. Because of this the rest of us will have to take more responsibilities to get the project done on time. We will have to look over the different features we wanted to implement in the project and cut some of the less necessary ones.

### Current Status

The First State Machine Diagram, describing the whole system without detail is completed. See charts for current L2 status.

### Planned work

Continued work on the UML class diagram. We will also take a hard look at the code part to see what needs to be taken away now that we are less people. Several more State machine diagrams will be constructed to describe smaller states in the project.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Total |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 3 | 0 | 4,1 | 5,6 | 0 | 12,7 |
| Erik | 0 | 0 | 3,6 | 4,6 | 0 | 8,2 |
| Kim | 3 | 0 | 4,1 | 6,1 | 0 | 13,2 |
| Calle | 3 | 0 | 3,1 | 5,1 | 0 | 11,2 |
|  |  |  |  |  |  | 45,3 |
|  |  |  |  |  |  |  |
|  |  | Documentation |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0,5 | 1,5 | 0 | 2 |
| Erik | 0 | 0 | 0 | 1 | 0 | 1 |
| Kim | 0 | 0 | 0,5 | 1,5 | 0 | 2 |
| Calle | 0 | 0 | 0,5 | 1,5 | 0 | 2 |
|  |  |  |  |  |  | 7 |
|  |  |  |  |  |  |  |
|  |  | Architecture |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0 | 0 | 0 | 0 |
| Erik | 0 | 0 | 0 | 0 | 0 | 0 |
| Kim | 0 | 0 | 0 | 0 | 0 | 0 |
| Calle | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  |  |  |  |  | 0 |
|  |  |  |  |  |  |  |
|  |  | WBS |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0 | 0 | 0 | 0 |
| Erik | 0 | 0 | 0 | 0 | 0 | 0 |
| Kim | 0 | 0 | 0 | 0 | 0 | 0 |
| Calle | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  |  |  |  |  | 0 |
|  |  |  |  |  |  |  |
|  |  | UML |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 3 | 0 | 3,6 | 3,6 | 0 | 10,2 |
| Erik | 0 | 0 | 3,6 | 3,6 | 0 | 7,2 |
| Kim | 3 | 0 | 3,6 | 3,6 | 0 | 10,2 |
| Calle | 3 | 0 | 2,6 | 3,6 | 0 | 9,2 |
|  |  |  |  |  |  | 36,8 |
|  |  |  |  |  |  |  |
|  |  | Research |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0 | 0,5 | 0 | 0,5 |
| Erik | 0 | 0 | 0 | 0 | 0 | 0 |
| Kim | 0 | 0 | 0 | 1 | 0 | 1 |
| Calle | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  |  |  |  |  | 1,5 |

