Progress Report

L.O.S.T

Logically Oriented Software Technology

Rasmus Tilljander - rati10@student.bth.se

Erik Hörlin - erhd10@student.bth.se

Calle Ketola - cake10@student.bth.se

Kim Hansson - kiha10@student.bth.seWork summary

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

Vi väljer att ha score i basescreen för att slippa att skicka runt den mellan screens. Samtliga objekt har en egen initialized för att få tillgång till den gemensamma d3ddevice som skapas i renderklassen. Varje objekt ritar ut sig själv med egen drawTech, Render sköter enbart swapchain.

### WBS changes

Recalculated the work time since we lost one team member.

### 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.

### Current Status

### Planned work