Progress Report

Week 16, R4

L.O.S.T

Logically Oriented Software Technology

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We reworked our time chart, making it more detailed. We continued to construct more smaller state machine diagrams, one for the different states of Pacman and one for the different states of the screen handler. We also started programming the skeleton for the project. Started work on the Documentation for the L2 delivery, making small description texts for each class in our project.

We also added detail to our class diagram. This was made easier by the fact that we started programming the basic structure.

### Major design decisions

We remodeled the ScreenHandler to implement a observer pattern. The reason for this is that the observer pattern is a tried and tested method which feels more reliable then our original homebrewed code.

### WBS changes

Took away the Planned time field and swapped it for an "estimated time to complete" for each task. Also fixed the decimals for the percentage as well as the "estimated time left".

### Issues, problems and risks

The group has not found any current risks, issues or problems.

### Current Status

The basic coding for the project, such as the renderer and the ScreenHandler is now complete and can hopefully start directly with implementing the game world and gameplay after the L2 delivery.

### Planned work

Make updates to our architecture document that we handed in with the L1, Finish the UML class diagram and the L2 documentation. Might also try to do one or two more UML state machine diagrams as well as continue coding the basic structure for our project.