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.

### Major design decisions

### WBS changes

### Issues, problems and risks

### Current Status

### Planned work