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.

### Major design decisions

No major design decisions have been made this week.

### WBS changes

### Issues, problems and risks

### Current Status

### Planned work

Make updates to our architecture, Finish the UML class diagram and the L2 documentation. Might also try to do one or two more UML state machine diagrams.