Progress Report

Week 17, R5

L.O.S.T

Logically Oriented Software Technology

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### Work Summary

We Finalized the L2-documentation for Wednesday. The reason for this is that most members of the group are taking a research trip to Narnia from Wednesday to Sunday.

We also divided assignments for the continued programming, setting up time estimates as well as putting members in charge of different tasks.

## Major design decisions

We removed the high score component as well as the PauseScreen. This because of the loss of one team member. The Pause function will instead be handled by the GameScreen directly and be less fancy.

## WBS changes

We added a weekly follow-up for the WBS so that it is possible to compare the work done on different weeks. Since we do not have the percentage for the old weeks this feature will not be backwards compatible.

## Issues, problems and risks

The trip to Narnia will take quite some work time away from the week. We were aware of this and tried to work harder last week. It is quite possible however that we must work longer this coming week as well.

## Current status

The L2-documentation has been handed in. Several of the code components have been finished enough to be implemented and tried. For more details see the time chart at the end.

## Planned work

Next week we will continue with the programming. Starting with the components that will affect the gameplay and more gamespecific subsystems.