Progress Report

Week 18, R6

L.O.S.T

Logically Oriented Software Technology

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## Work Summary

The whole week has gone to programming and some minor research into different programming solutions. We also wrote a summary of the research trip taken by some members of the team.

## Major design decisions

We decided to take away the SuperCandy class and instead give the Candy class a type variable. The reason for this was that having two so similar classes seemed unnecessary.

To defend our decision to remove certain part stated in the last report. The part we chose to remove were part that were not specified as necessary in the design documents, they were only extras. The high score list was actually never mentioned at all by the customer.

## WBS changes

No changes have been made to the WBS this week.

## Issues, problems and risks

currently we have an alarmingly high processor usage even if we only run an empty messageloop in the main. If this problem is not resolved quickly it could slow down production considerably since running the project is made difficult and tedious.

Another current issue is that the world rendering is not working together with the text rendering for the HUD. This is not a major issue at this time but it is still worth mentioning.

## Current status

The Camera and the HUD is complete.

The ScreenHandler is also finished for basic functions.

The PlayerInput class is finished and so is the ResourceHandler.

The GameTimer is finished.

The ghost AI is almost completely finished.

## Planned work

Continue working on getting the rendering working so that we can actually create the game world.