Progress Report

Week 18, R6

L.O.S.T

Logically Oriented Software Technology

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## Work Summary

## 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.

## WBS changes

## Issues, problems and risks

## Current status

The Camera and the HUD is complete. The ScreenHandler is also finished for basic functions.

## Planned work