Progress Report

Week 19, R7

L.O.S.T

Logically Oriented Software Technology

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## Work Summary

Most of the week was spent with rendering and working with the game screen. We also had to rebuild part of the camera to make it work. At the end of the week we recorded two videos and uploaded them to Vimeo for the L3-delivery.

## Major design decisions

We implemented a death-effect in the form of a blood splatter on the screen when the player gets eaten by a ghost. We felt that this added some immersion to the game and a nice touch.

## WBS changes

No changes have been made to the WBS.

## Issues, problems and risks

We see no current issues or risks.

## Current status

Most parts are complete except the menu which had to be delayed because of the issues surrounding the rendering and the camera.

## Planned work

We plan to start preparing for the coming presentation at the end of the course. We also wanted to do a developers diary recap of the project which would be recorded as a video.

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| --- | --- | --- | --- | --- | --- | --- |
| Week 19 | R7 |  |  |  |  |  |
|  |  | Total |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 3 | 3 | 0,5 | 2 | 0 | 8,5 |
| Erik | 3 | 6 | 2,5 | 0 | 0 | 11,5 |
| Kim | 4 | 5 | 2,5 | 4,5 | 2 | 18 |
| Calle | 2 | 3 | 2,5 | 3,5 | 0 | 11 |
|  |  |  |  |  |  | 49 |
|  |  |  |  |  |  |  |
|  |  | Documentation | |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0 | 0 | 0 | 0 |
| Erik | 0 | 0 | 0 | 0 | 0 | 0 |
| Kim | 0 | 0 | 0 | 1 | 1 | 2 |
| Calle | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  |  |  |  |  | 2 |
|  |  |  |  |  |  |  |
|  |  | UML |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0 | 0 | 0 | 0 |
| Erik | 0 | 0 | 0 | 0 | 0 | 0 |
| Kim | 0 | 0 | 0 | 0 | 1 | 1 |
| Calle | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  |  |  |  |  | 1 |
|  |  |  |  |  |  |  |
|  |  | Demo |  |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 0 | 0 | 0 | 0 | 0 | 0 |
| Erik | 0 | 0 | 0 | 0 | 0 | 0 |
| Kim | 0 | 0 | 0 | 1 | 0 | 1 |
| Calle | 0 | 0 | 0 | 1 | 0 | 1 |
|  |  |  |  |  |  | 2 |
|  |  |  |  |  |  |  |
|  |  | Progammering | |  |  |  |
|  | Monday | Tuesday | Wednesday | Thursday | Friday |  |
| Rasmus | 3 | 3 | 0,5 | 2 | 0 | 8,5 |
| Erik | 3 | 6 | 2,5 | 0 | 0 | 11,5 |
| Kim | 4 | 5 | 2,5 | 2,5 | 0 | 14 |
| Calle | 2 | 3 | 2,5 | 2,5 | 0 | 10 |
|  |  |  |  |  |  | 44 |

