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ECEN 3753

Project: Planning

**Test Plan and results:**

* **Week 1:** At least 2 Desirable “Cutting Points”
  + Cutting the output of the physics task is something that is a cutting point that will test the overall functionality of the game. A majority of game play logic is going to be coded here, it is essential that this logic is tested.
  + Cutting at LED task. I think this implementation might be more complicated than initially thought. I would like to make sure I can properly display force magnitude and damaged caused using the LEDs.

**Project Status:**

* Accurate statement of functionality deliverables and usability so far
  + Week 1: This week I did the project planning. The task diagram and risk register are completed. I have identified 2 cutting points for unit testing. Actual implementation has not taken place yet.
* Summary of effort and estimate numbers
  + Week 1: I have completed 5% of my currently scoped, estimated work (3 estimated for work completed thus far/54 total estimate) in 11% of the budgeted total-project time. (6 hours spent, of 54 hour total estimate). For the work that has been completed, I took 2x (6/3) as much time as I estimated.

**List of In-scope work items:**

* Completed Week 1: I completed the task diagram and planning framework for this project. It is important for implementing the project. The more detailed and accurate the diagram is, the easier it will be to code the project.

In Scope Work Items:

* Button Tasks – 4 hours
* Touch Slider – 3 hours
* Display Task – 10 hours
* Physics – 20 hours
* Unit testing – 10 hours
* LED Task – 4 hours
* Week 1 initial planning – 3 hours