Gizmoball: Weekly Progress Document (Week 2)

CS308 Group MW1

**New issues:**

* Can the Play Mode GUI be the same as the Build Mode minus the buttons?
* Can the revised specification be changed throughout the 10 weeks?
* Do we add the absorb or is it already part of the grid?
* Can we use a grid layout for placing the gizmos?
* Load a saved map straight into play mode without having to go through build mode?
* Have Move/Rotate/Delete modes only exited through a different button click or by entering Play mode a good design?
* Does the feature “switch between the two modes freely” mean real time update from Build to Play Mode (i.e. through a Refresh button)?

**Ongoing issues:**

* Have built mode as default mode a good idea? - Yes

**Resolved issues:**

* Provide drawings or screenshots of the GUI for the two modes: construction and play - to be worked on

**Goals for upcoming week:**

* Complete Preliminary Design deliverables:
  + Finish Revised Spec
  + Finish Use Cases (change based on feedback)
  + Produce Class Diagram and think of methods needed
  + Complete Project Plan (Gantt chart) and with task allocation
  + Complete Physics Loop
  + Complete Triggering System
* Task allocation for Preliminary Release