

# Week 10 Progress Report: Pause UI Overhaul

- Dates: 11/17 - 11/23

## Week 10 Goals:

- ✓ Final integration and testing

- LoC
  - `app.py` : 49
  - `src/view/pygame_renderer.py` : 149
  - `src/game/game.py` : 73
  - **Total:** 271 (modified)

- Burn down rates
  - Sprint 2:

# Summary of changes

- Files modified:
  - `app.py`
  - `src/view/pygame_renderer.py`
  - `src/game/game.py`
- New file:
  - `docs/progress_reports_cody/week10-cody.md`

# Major Changes

## 1. `app.py`

- Updated event handling to route mouse interactions through both popup and HUD button managers
- Adjusted render order so pause/start/game-over overlays cleanly replace each other and maintain HUD state
- Centralized HUD/popup clearing logic so stale buttons do not linger between states

## 2. `src/view/pygame_renderer.py`

- Added dedicated HUD `ButtonManager` plus helper to render a Pause button anchored to the top-right corner
- Introduced `draw_pause_popup` leveraging existing `Popup` API with

