

Week 8 Progress Report: Pause Display and Input Integration

- Dates: 11/3 - 11/8

Week 8 Goals:

- ✓ Display pause indicator when game is paused
- ✓ Prevent piece movement and gravity when paused
- ✓ Test pause functionality with all game mechanics

- ****LoC****
 - Source code:
 - `src/view/input.py`: 2
 - `tests/integration/test_pause_toggle.py`: 8
 - ****Total****: 10
- ****Burn down rates****
 - Sprint 2:
 - 75% total (9/12 goals completed)

Summary of changes under src/

- Files changed:
 - `src/view/input.py`
 - `tests/integration/test_pause_toggle.py`

Major Changes

1. `src/view/input.py`

- Changes
 - Added 'p' key as an alternative pause command binding.
 - Now both `ESC` and 'p' keys emit a `PAUSE` intent to support user preference for pause control.

2. `tests/integration/test_pause_toggle.py`

- Changes
 - Updated test suite to verify pause functionality works with both `ESC` and 'p' key inputs.
 - Ensured pause state management and UI rendering tested comprehensively.

****Other Notes****

- Pause/Resume feature now has dual-key support (ESC and 'p') for better user experience.
- All pause-related tests passing and integrated with existing test suite.