# Week 8 Progress Report - Anna

- Dates: 11/3 - 11/9

# Progress

## Week 8 Goals Completed (3/3)

✅ Display current score in the UI and persist until reset *(completed in Week 7)*

- *Fulfills sub requirement 1.5*

✅ Display high score of the current session in-game *(completed in Week 7)*

- *Fulfills sub requirement 1.6*

✅ Finalize scoring system unit test coverage.

- *Fulfills the rest of sub requirement 1.7*

## Additional Work Completed

## Week 9 Goals Completed Early (2/3)

✅ Render start screen with title, controls, and prompt.

- *Fulfills sub requirement 2.1*

✅ Implement transition from start screen into the game loop with a start button.

- *Fulfills sub requirement 2.2*

# Statistics

- **LoC** (my contributions)
  - Source:
    - `app.py` : 49
    - `src\game\game.py` : 31
    - `src\ui\button.py` : 29 (new)
    - `src\ui\button_manager.py` : 21 (new)
    - `src\ui\start_screen_layout_utils.py` : 10 (new)
    - `src\ui\start_screen_render_utils.py` : 23 (new)
    - `src\view\pygame_renderer.py` : 73
    - `src\constants\__init__.py` : 14 (new)
    - `src\constants\colors.py` : 15 (new)

# Summary of Progress

## `game.py`

- Refactored state management system to use constants instead of booleans
- Key changes:
  - Added state management using `START_SCREEN`, `PLAYING`, and `GAME_OVER` constants
  - Implemented `start_new_game()` method to properly initialize/reset game state
  - Fixed game over state handling for escape and 'r' key inputs
  - Added proper state transitions between menus and gameplay

## `app.py`

- Completely restructured main game loop to support start screen and state transitions