

## # 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.