

# Week 9 Progress Report - Anna

- Dates: 11/10 - 11/16

# Progress

## Week 9 Goals Completed (3/3)

- ✓ Render start screen with title, controls, and prompt. (*completed in Week 8*)
  - *Fulfills sub requirement 2.1*
- ✓ Implement transition from start screen into the game loop with a start button. (*completed in Week 8*)
  - *Fulfills sub requirement 2.2*
- ✓ Write unit tests for start screen transition logic.
  - *Fulfills sub requirement 2.3*

## Additional Work Completed

### Week 10 Goals Completed Early (3/4)

- ✓ Render game-over screen with final score, high score, and options.
  - *Fulfills sub requirement 3.1*
  
- ✓ Implement play again flow (reset board and score).
  - *Fulfills sub requirement 3.2*
  
- ✓ Implement exit flow (close application).
  - *Fulfills sub requirement 3.3*

# Statistics

- **LoC** (my contributions)

- Source:

- `app.py` : 1
    - `src\ui\button_manager.py` : 2
    - `src\ui\pop_up.py` : 102 (new)
    - `src\view\pygame_renderer.py` : 26

- Tests:

- `tests\test_start_screen.py` : 365 (new)

- **Total:** 496

- **LoC** (entire codebase)

- Source code:

- `app.py` : 66

## Summary of Progress

### `src/ui/pop_up.py` (new)

- Implemented flexible popup abstraction to unify start screen and game-over screen rendering
- Key features:
  - Dynamic height computation based on content (title, images, body lines, buttons)
  - Proper button stacking with correct spacing calculations
  - Automatic button manager integration and clearance
  - Centered positioning on screen
  - Support for multiple content types (text, images, buttons)

### `src/ui/button_manager.py`