

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:

100% total (15/15 completed)

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

