

RTOS Project Week 1

Project started at 5:23pm on 11/8/2022.

I estimate the following times to complete tasks this week:

Task	Estimated Time	Actual Time
Reading and digesting project description	20 min	20 min
Creating task diagram	2 hour	3 hour 10 min
Test plan and results	10 min	15 min
State of where project stands	5 min	5 min
Summary effort and estimate numbers	5 min	5 min
List of in-scope work items	20 min	20 min
Total	3 hour	4 hour 15 min

Test plan and results ("Cutting Points"):

Potential places to stop writing code and start testing could be after completing a physics engine, after implementing the lcd display, and after implementing player movement.

State of where project stands:

This week I did the project planning, created my task diagram, and identified 2 cutting points for using testing.

Summary effort and estimate numbers:

I have completed **19%** of my currently scoped, estimated work (4.25hr actually spent / 21hr total estimate) in **14%** of the initially-estimated time. (3hr estimated for the items I have completed, of 21hr total estimate). For the work that has been completed, I took **1.42x** ($4.25/3$) as much time as I estimated.

List of in-scope work items:

Completed this week:

- Initial project documentation and planning (estimate: 3 hours, actual 4 hours 15 min)
 - This week I completed the initial project outline. I finished creating a task diagram showing the tasks of the project and how they will communicate. The task diagram took longer than expected because draw.io can be finicky to work with.

In scope:

- Physics Engine (estimate: 4 hours)
- Player movement (estimate: 2 hours)
- HM System (estimate: 2 hours)

- Laser System (estimate: 2 hours)
- Shield System (estimate: 2 hours)
- LEDs (estimate: 1 hour)
- LCD System and Design (estimate: 5 hours)

Out of Scope but Considering for Implementation:

- Menu
- Difficulty Options