Unit testing:

1. In the Button task to test if the fifo is functioning as expected and if the time expiration on the button press is working as intended.

2. In the display task to check if initialization of the display is correct and the display is accurately representing what the physics model is showing.

Project Summary:

This week I designed my project diagram, determined what the scope of my work should be, and started to find good cutting points for unit testing.

Summary Effort/Estimate:

I have 6% of my current work (3 estimated hours out of 45 total) in 5% of the budgeted time (2.25 hours spent out of 45 hour estimate) For the work that has been completed, I took 0.75x (2.25 actual hours/3 estimated hours) as much time as I estimated.

In Scope work items:

Task Diagram-complete-3 hours

Unit Testing-not complete-8 hours

Physics Task-not complete-15 hours total

Platform physics-not complete-5 hours

Satchel physics-not complete-5 hours

Railgun physics-not complete-5 hours

Display Task- not complete-12 hours

Button Task - not complete- 5 hours

Capsense Task- not complete- 2 hours

Total Time-45 hours

* Task Diagram
  + Overall, I think that my task diagram was implemented well. Most of the basic structure is based on the work I did in Lab 7, with some additional event flags and mutexes for the different functions needed for the game. I was also able to complete the diagram in slightly less time than what I had budgeted for, which is nice.