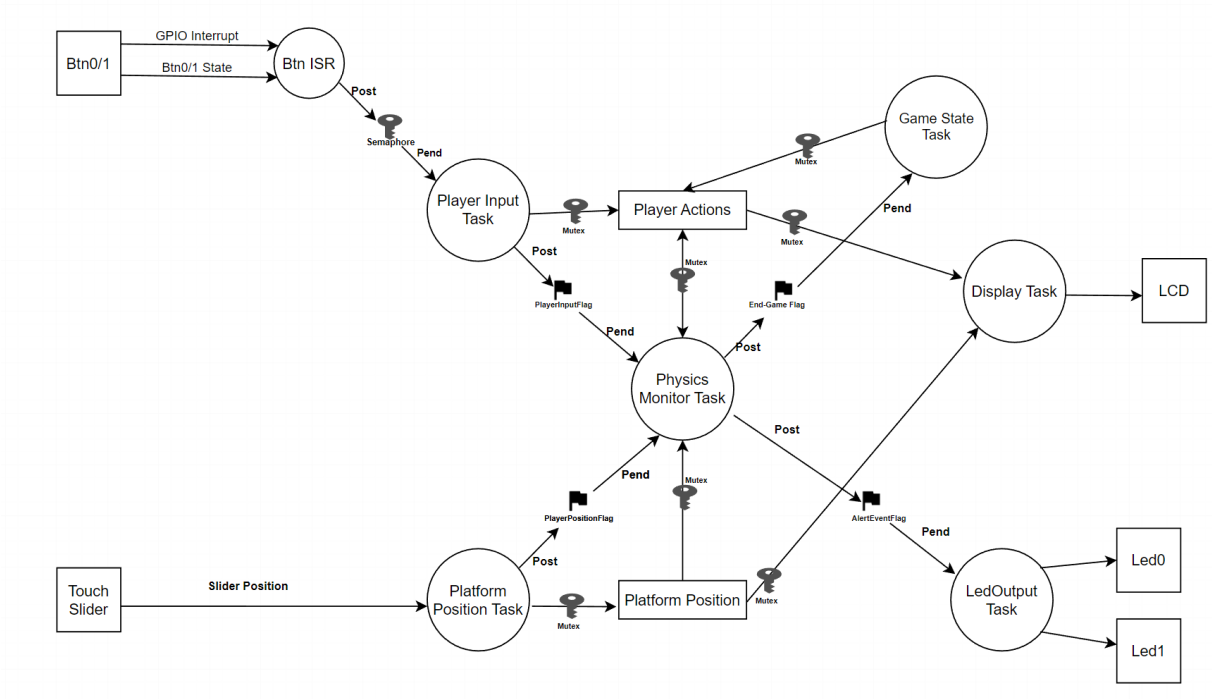
5 points:

Week 2: Task diagram, showing data flow and appropriate ITC/MutEx. (From this diagram, you should later be able to show that your design will fulfill functional requirements, and it should provide clarity about data structures between execution entities (Tasks/ISRs).)



5 points: Test Plan and results (3 sections: Unit Tests, Functional Tests, and Summary of tests' conditions)

Week 5 and Beyond: Update summary, and add tests as you identify more that make sense to ensure your project will work as expected.

5 points: Statement of where your project stands:

(3 points) Accurate summary statement of your functionality deliverables and usability so far.

This week I just worked more on implementing my design and improving upon my previous work. I found a few bugs in my previous code where if I pressed both buttons my player action task would get in a weird state. I also began working on the display and physics of my game, but was having quite a few issues implementing these into my design. So far I am able to display a canyon and castle on the LCD, but when I fire my railgun and hit the cliff face I have a few bugs that I need to fix to get it working better. So far I'm still missing some major gameplay components, but I feel that the rest of my project is in a good spot and after a few more hours I believe I'll be able to finish getting the rest of my project working.

(2 points) Summary effort & estimate numbers.

I have completed 75% of my currently-scoped, estimated work (75 estimated for work completed thus far /100hr total estimate) in 80% of the budgeted total-project time. (80 time spent, of 100hr total estimate). For the work that has been completed, I took 1.067x as much time as I estimated.

5 points: List of in-scope work items (NOT just _this_ week's), indicating complete or not-yet-complete, along with your estimates of how long you think they will take in total for each

To-Do	Status	Time Spent (hours)	Time to Complete (hours)
	WEEK 4		
Work on LCD implementation	SEMI-COMPLETE	7	5
Implement Button Functionality	COMPLETE	6	5
Implement Slider Functionality	COMPLETE	6	5
Functionality Tests	COMPLETE	1	1
Summary Statement	COMPLETE	0.25	0.25
Summary effort & estimate numbers	COMPLETE	0.25	0.25
List of in-scope work items	COMPLETE	0.25	0.25
Update risk register	COMPLETE	0.083	0.083
	WEEK 5		
Debug Buttons and Slider	COMPLETE	7	5
Implement Graphics onto LCD	COMPLETE	7	5
Implement Physics Task	SEMI-COMPLETE	5	5
Summary Statement	COMPLETE	0.25	0.5
Summary effort & estimate numbers	COMPLETE	0.25	0.25
List of in-scope work items	COMPLETE	0.25	0.25
Update risk register	COMPLETE	0.25	0.25

5 points: Update your risk register

Item	P	I	Risk (P*I)	Recognized	Mitigated/ Resolved	ROAM	How
Health Issues	1	100	100	23-Mar-23		M	Contact Instructor for extension if possible
Gecko Technical Issues	3	100	300	23-Mar-23		O	If issues arise, Contact TA/Instructor
Motivation	70	100	7000	6-Apr-23		M	Don't procrastinate, start early and do as much as I can each day.
Macbook issue	40	100	4000	20-Apr-23		M	Save a back up on multiple devices of project
			0				
			0				
			0				
			0				
			0