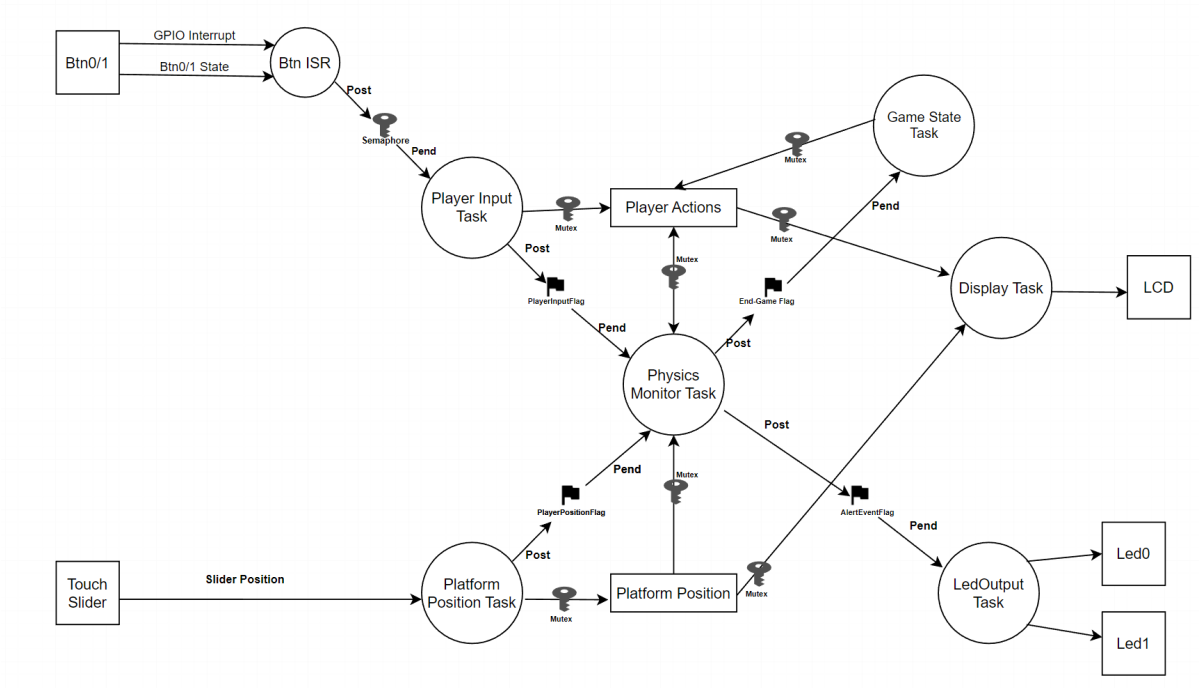
5 points:

> **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).)**



Began implementation of task diagram into code. Did not get too far into functionality, so no edits to task diagram so far.

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

> **Week 2: Create your unit testing plan, utilizing at least 3 "cutting points". List and summarize 2 conceptual unit tests for each "cutting point" in the summary after the Unit and Functional test sections**

My first cutting point is where I will cut off my Physics Monitor Task and Platform Position Task, isolating my buttons and Player input task and Display Task. The first unit test for this cutting point I plan to conduct will be making sure my player action data struct gets updated when pressing the buttons. With this test I'll be able to see if my buttons and logic to determine if they are pressed is working and correct. The second unit test for this cutting point I plan to conduct would be to look at my LCD screen as I press the buttons and see if the LCD screen is being properly updated.

My second cutting point is where I will cut off my Physics Monitor Task and Player input task, isolating my platform position task and touch slider. The first unit test for this cutting point I plan to conduct will be making sure my platform position data structure gets updated correctly when touching the capsense

slider. The second unit test I plan on conducting will be to make sure when updating the platform position data structure with the capsense slider, my LCD also gets updated correctly and smoothly.

My third cutting point is where I will cut off my display task and test my physics task and LED display task with the buttons and capsense slider. By pressing a combination of buttons along with the capsense slider I can see how the physics task updates my data structures and the LEDs.

5 points: Statement of where your project stands:

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

This week I started reviewing the project description and my task diagram I created. Then I began writing my unit testing plan and figuring out a guideline of how I should begin writing my code and implementing my task diagram into code. After figuring out my unit tests and planning out what to begin with I started implementing my task diagram into code, creating and initializing all my necessary tasks and data structures.

(2 points) Summary effort & estimate numbers.

I have completed 20% of my currently-scoped, estimated work (20 estimated for work completed thus far /100hr total estimate) in 10% of the budgeted total-project time. (10 time spent, of 100hr total estimate). For the work that has been completed, I took 0.5x (10/20) 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 (minutes)	Time to Complete (minutes)
	WEEK 1		
Task diagram	COMPLETE	30	90
Test Plan/Cutting Points	COMPLETE	30	30
Summary statement	COMPLETE	15	30
Summary effort & estimate numbers	COMPLETE	15	30
List of in-scope work items	COMPLETE	15	30
Update risk register	COMPLETE	15	30
	WEEK 2		
Task diagram Updates	COMPLETE	0	30
Unit Testing Plan	COMPLETE	60	30
Summary statement	COMPLETE	25	15
Summary effort & estimate numbers	COMPLETE	15	15
List of in-scope work items	COMPLETE	15	15
Update risk register	COMPLETE	5	15
	WEEK 3		
Augment unit tests	NOT-COMPLETE		
Implent Task Diagram to Code	COMPLETE	360	180
TBD	NOT-COMPLETE		
TBD	NOT-COMPLETE		
TBD	NOT-COMPLETE		
TBD	NOT-COMPLETE		

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	40	100	4000	6-Apr-23		M	Don't procrastinate, start early and do as much as I can each day.
			0				
			0				
			0				
			0				
			0				
			0