

# **Progress Report 1: 16 April 2012**

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## Work done this week

Created more detailed diagrams for the architecture: Architecture, State and Class diagrams with more implementation detail. We have also focused on elaborating our work schedule, as shown in the Gantt chart at the end of the document.

## Major design decisions done:

We have made some implementation decisions. Strategy pattern is to be used for the AI, so that the different behavior of the ghosts can be easily implemented. Observer pattern is going to be used for input and other window events, mainly because of the simplicity of updating components that way.

## Changes to the Work Breakdown Structure

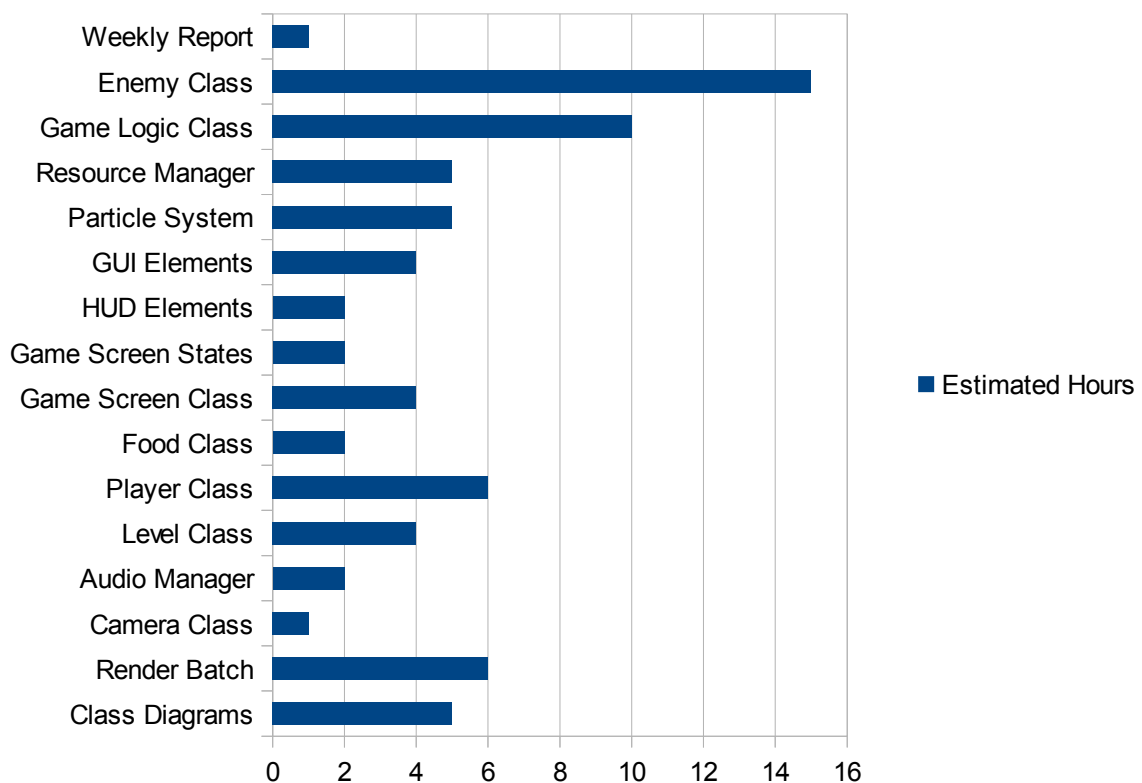
Details have been added. We have created a Gantt chart for the schedule, containing the major tasks we have identified.

## Issues, problems and risks

Time estimation for tasks is difficult. The schedule is likely to change a lot as we find some tasks that take longer time and some that take less time.

## Work planned

The work planned for the next week, along with estimated time the task will take, is shown below:

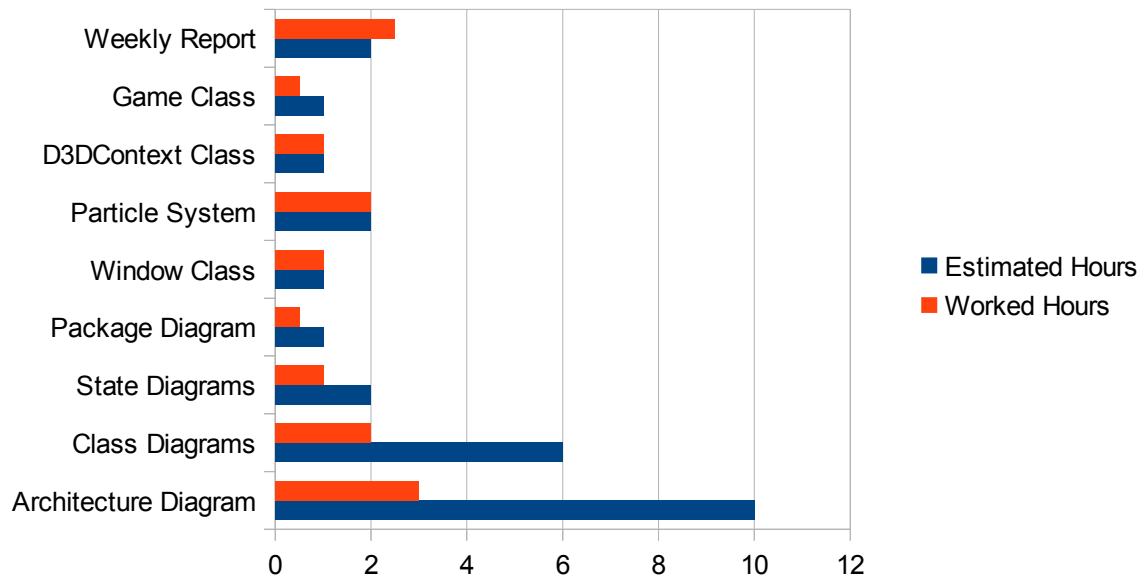


Along with a Gantt chart, showing the schedule for the previous week through next week, this sums up the work for the next week. See accompanying image file for the Gantt chart.

## Summary

### Schedule compliance

Below is a graph of the tasks we have worked with the past week, along with the time we estimated and the time we worked. Unless stated below, the tasks are finished.

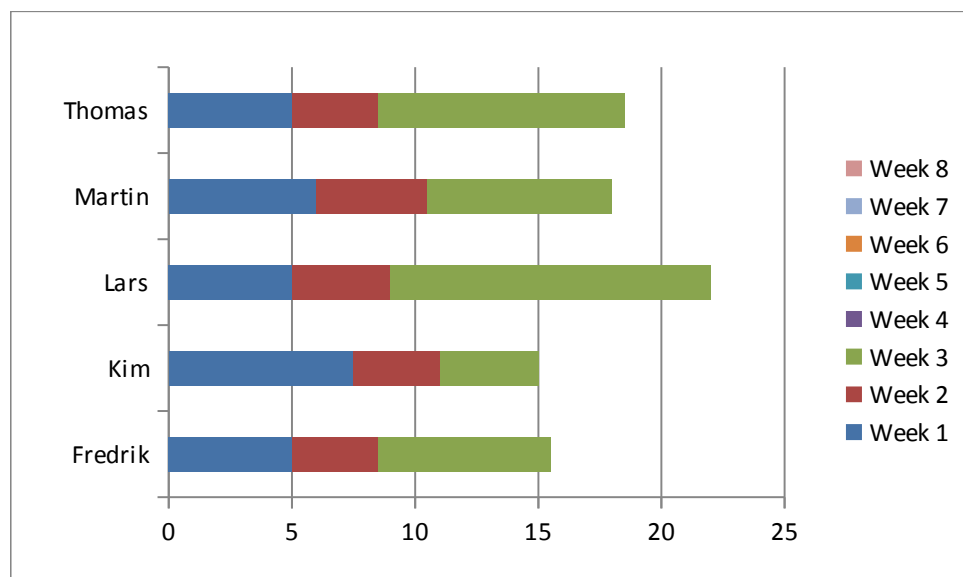


Unfinished tasks (planned over several weeks):

- Particle System

### Resources spent

The number of hours we've worked, individually or collaboratively, are shown below:



## Product metrics

No metrics recorded yet.