

Progress Report 6: 4 maj 2012

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KIMportant REST ADditions

Work done this week

This week we have worked on, and finished the following:

- Environment (formerly ground) class
- Player class
- Ghost class
- Path finding
- AI targeting
- GameplayHandler class

We have worked on, but not finished the following:

- ModelObj class
- 3D modeling
- Animation
- Camera controllers
- Scene class
- Table class
- Sprite class
- Game screen class
- Particle system

Furthermore, we have fixed minor problems, or in other ways worked on these tasks we already considered done:

- Level class
- Redmine setup

The finished tasks were finished according to last week's plan. The following tasks were rescheduled to be finished next week:

- Sound3D
- Game screen class
- Sprite class
- Menu class
- Table class
- Sprite font class
- Scene class
- Camera controllers

- View::Ghost class
- View::Pacman class
- Eatable class
- PacmanGame class

Testing remains a constant task, and doubles as a time buffer, when we need more time than planned for another task.

Major design decisions done:

Some restructuring is needed to incorporate animations smoothly into the project. Right now the VertexBuffer class has too much responsibility, when it should really just be more of a collection of data. Thus a decision has been made to move some responsibility away from the VertexBuffer.

Following this, the ModelObj class will need some restructuring to fit into the design, and allow for both static objects and animations.

Changes to the Work Breakdown Structure

Aside from adding a few tasks we discovered were missing, e.g. 3D modeling, we have done no real changes to the WBS except postponing the deadlines for the tasks not yet done.

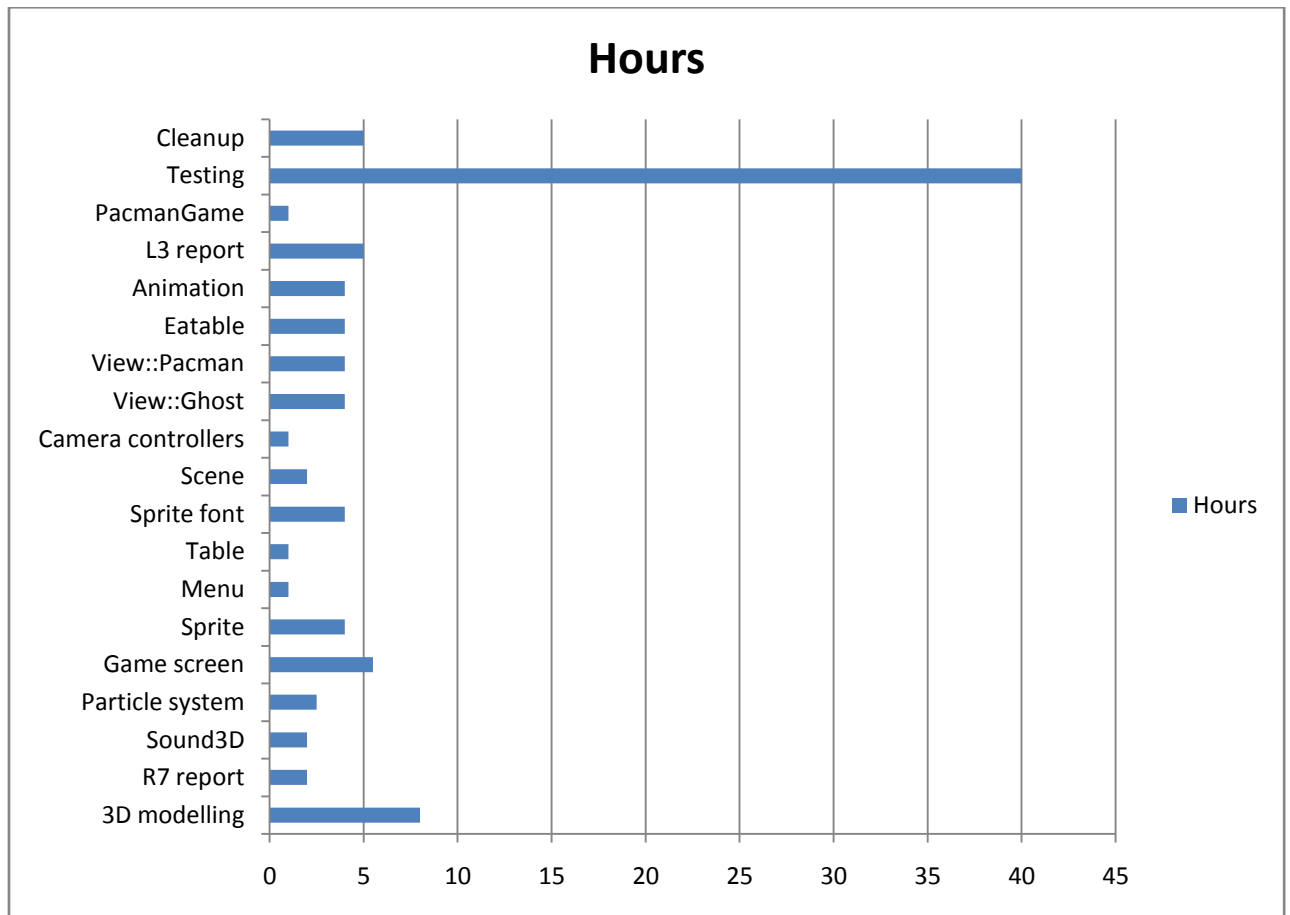
We also preemptively added a cleanup task, since we've learned that we will need it.

Issues, problems and risks

Time problems continue to haunt us. Last week we made a fairly optimistic schedule without considering that the first two days are practically national holidays for students. As can be seen in the diagram below, the hours spent this week reflects that. As a consequence, we've gotten further behind in our schedule. We have, however, accounted for that in our original plan, since what little experience we have has taught us that we should always set early deadlines in case things like these happen.

Work planned

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



The person in charge of each task is:

- Thomas: *R7 report, Table class, Animation, PacmanGame class*
- Martin: *Particle system, Camera controllers*
- Lars: *Screen, Sprite, Menu, Sprite Font*
- Kim: *Sound3D, Scene, 3D modeling*
- Fredrik: *View::Ghost, View::Pacman, Eatable*

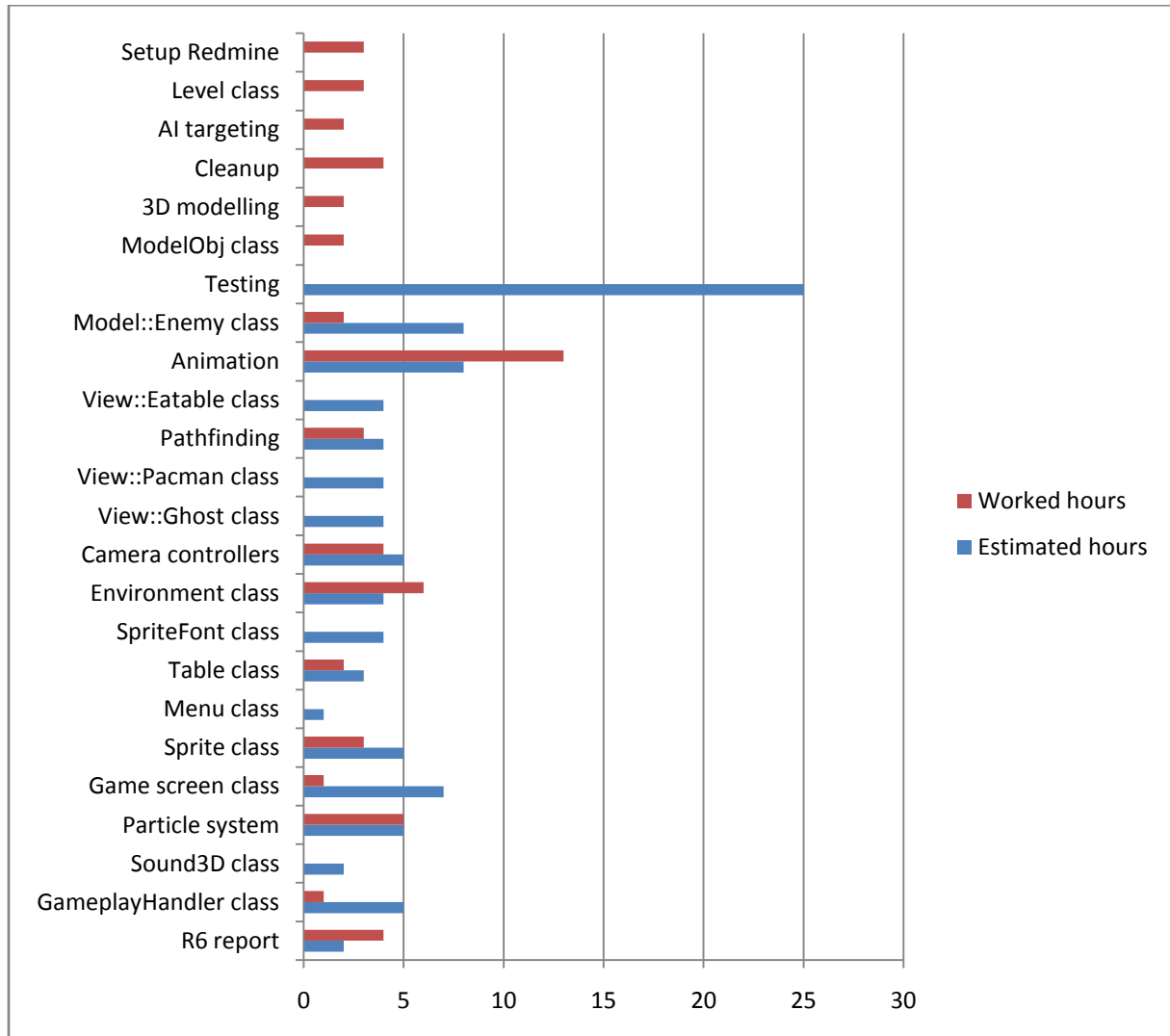
While everyone will still be able to work on any part, this puts someone in charge of every part and will allow us to work on our own as well. For the tasks not accounted for, no one is in charge and everyone is responsible.

The testing task is also used as a buffer, since we know from experience that we often over-estimate our efficiency.

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.

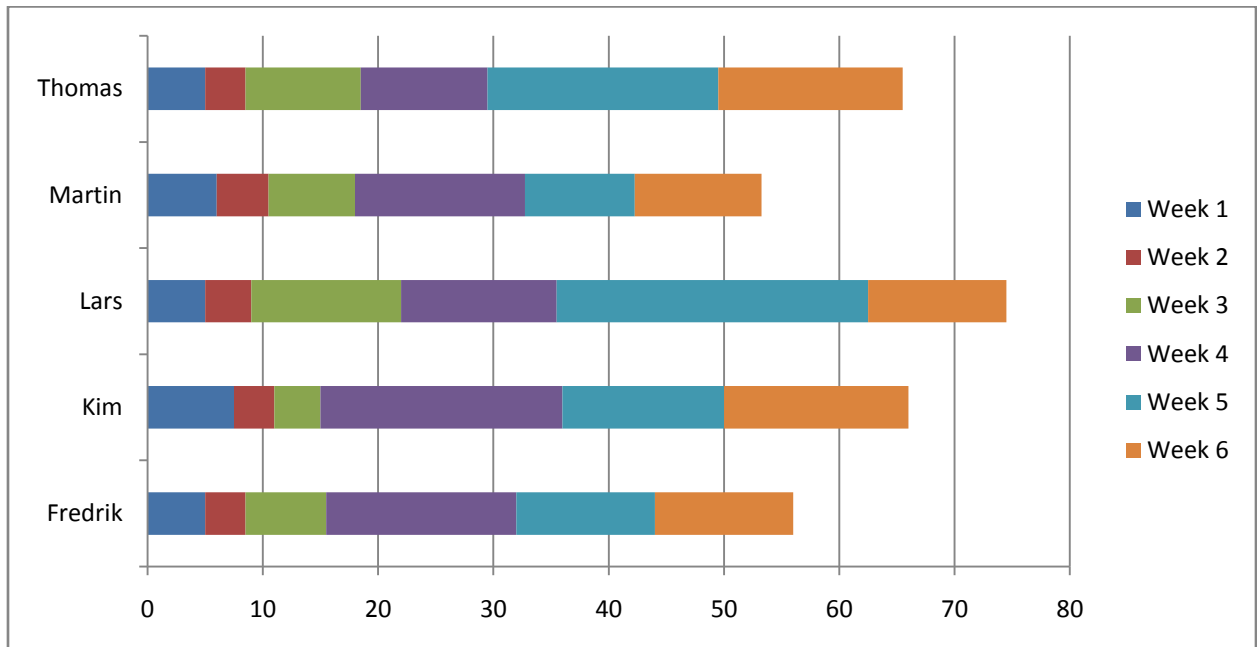


Unfinished tasks (planned over several weeks):

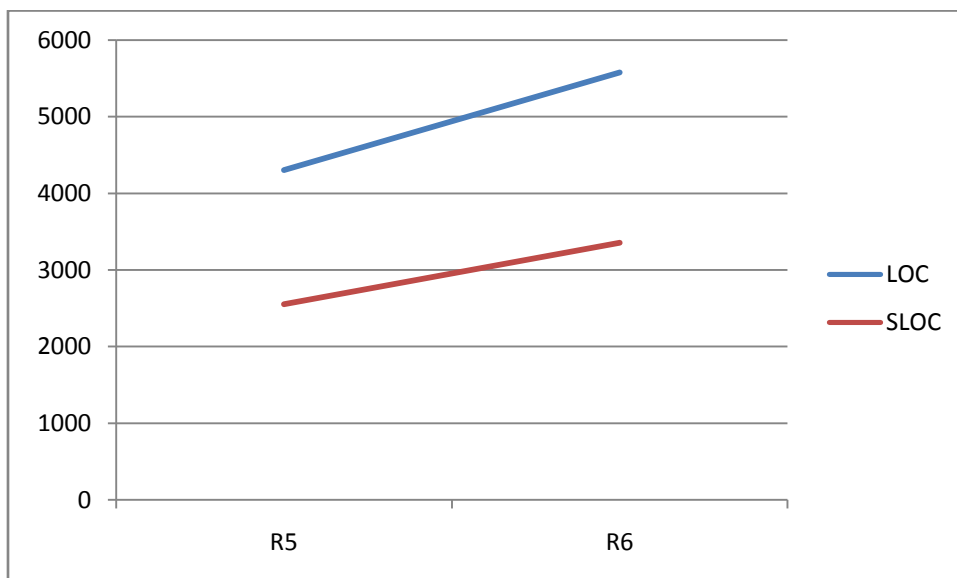
- ⚡ Animation
- ⚡ Particle system

Resources spent

The number of hours each person has spent on the project working either in a group or individually is shown below. The total number of hours is a little less than would be expected at this time in the project due to an uncertainty about what the project entailed along with poor time estimations. As we get more comfortable with what we need to do we spend more time on the project, which is evident in the graph.



Product metrics



We currently have 27 unfinished tasks out of a total of 60. This measurement isn't wholly reliable, since new tasks can appear. Please refer to the attached Gantt chart for a clearer picture of what it entails.