

Progress Report 7: 11 maj 2012

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KIMportant REST ADditions

Work done this week

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

- Particle system
- Game screen class
- Sprite class
- Scene class
- Animation
- Camera controllers
- ModelObj class
- StaticModelData class
- L3 report
- View::Pacman class
- View::Ghost class
- PacmanGame class
- Creating resources

We have worked on, but not finished the following:

- Menu class
- Table class
- Sprite font

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

- Level class
- Line counting script
- LevelHandler class
- Environment class

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

- Sound3D

Much time this week has gone into testing and actually connecting components to each other, embedding them in the system.

Major design decisions done:

A decision has been made for the 2D UI design. Now all UI elements are buffered in a `UISurface` class, which calculates their position on the screen and renders them all at the same time.

The `Eatable` class had so little functionality, that it was removed and put into the `Scene` class directly.

Changes to the Work Breakdown Structure

Tasks to create map files and other resources were added.

A task to create a minimap component in the game was added.

The 3D modeling task was severely lessened, since we hired a Technical Artist to make some models.

Issues, problems and risks

For the first week in a long time, time hasn't been as much of a problem. We've managed to finish most, if not all, of our tasks on the allotted time or less. Instead we have encountered many problems in testing the game. We discovered that a lot of the components we expected to work didn't work, and so the main part of this week has been dedicated to fixing bugs. From this we have learned that in the future, the testing part of the process needs to be introduced earlier. It would have been beneficial to develop the system with test cases in mind.

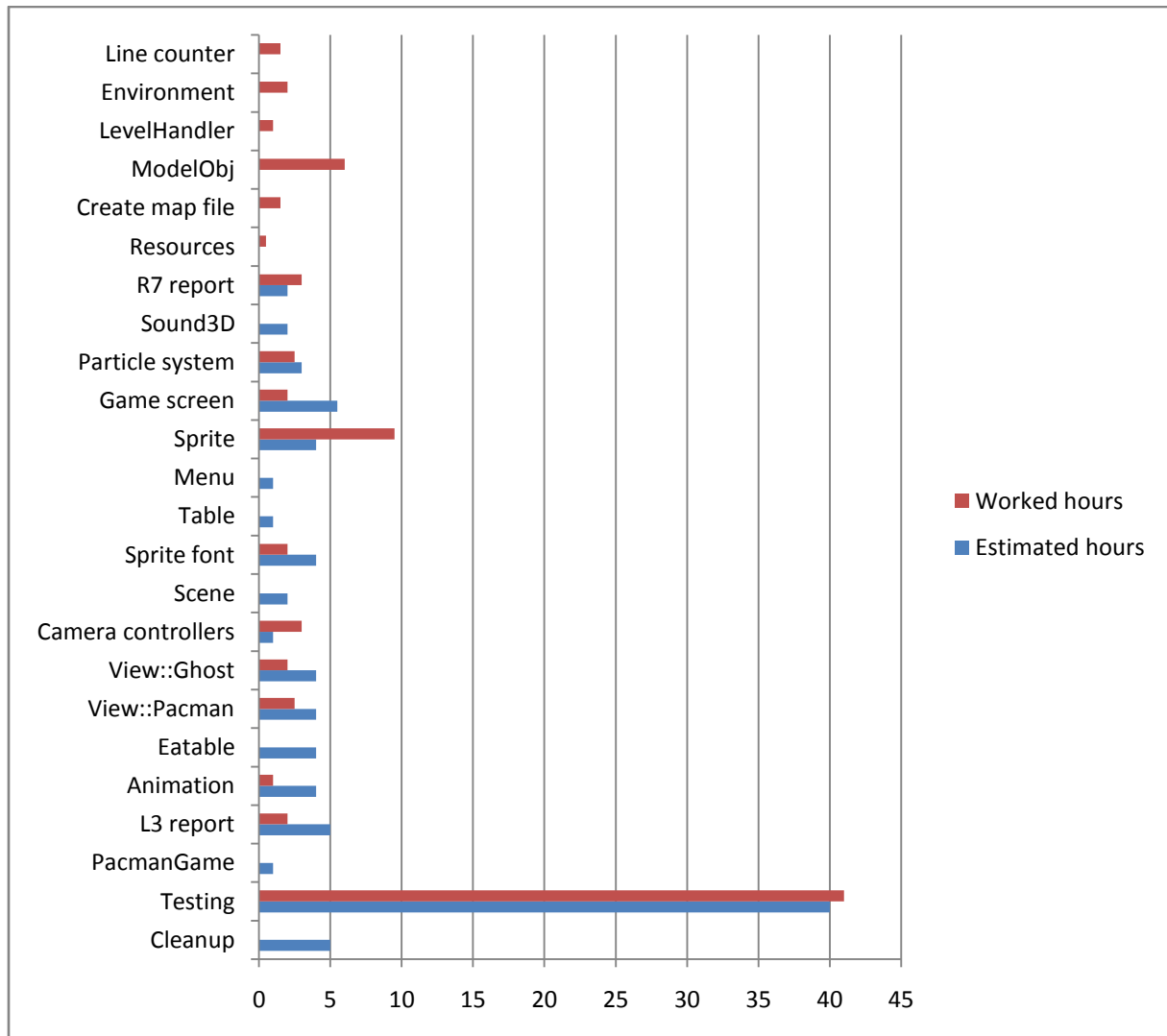
Work planned

The work planned for the next week consists of the L4 report, with all that it entails. Time will be taken to update the necessary diagrams, reflect upon our efforts, and our product.

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.

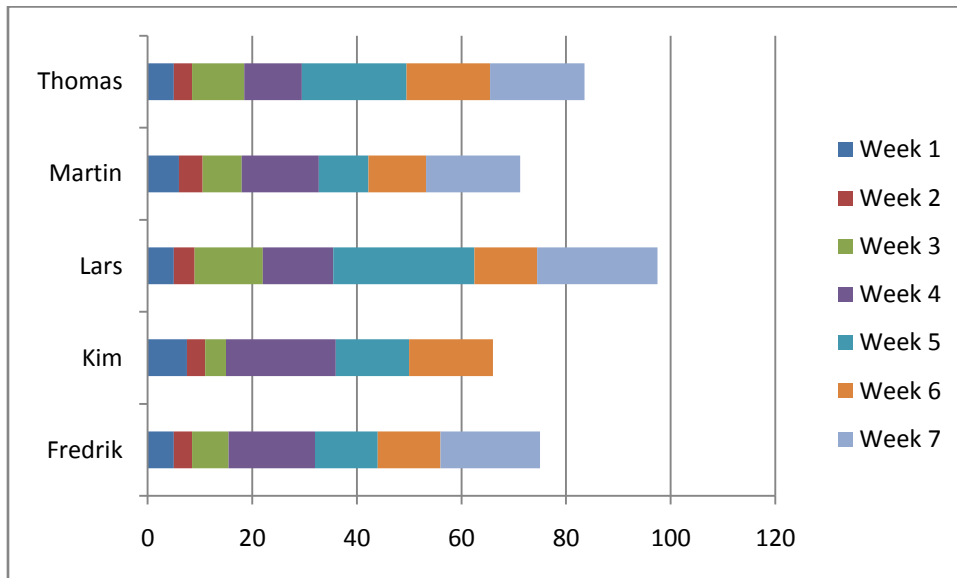


Unfinished tasks (planned over several weeks):

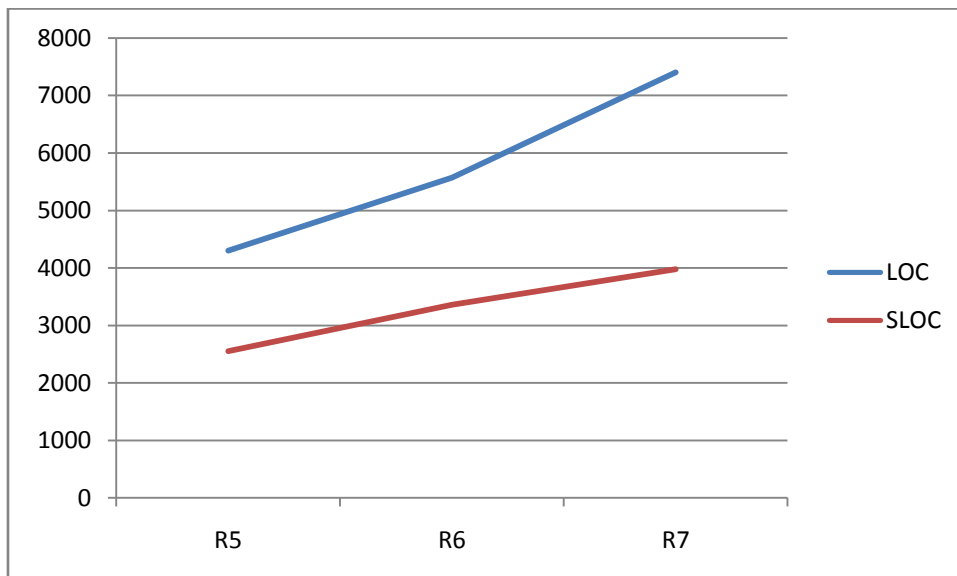
- Sound3D class

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 11 unfinished tasks out of a total of 64. 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.