Progress Report 4: 23 April 2012

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KIMportant REST ADditions

# Work done this week

We have worked on, but not finished, the following tasks planned in last week's report:

* Enemy class
* Game logic
* GUI elements
* Game screen states
* Game screen class
* Player class
* Class diagrams

We have finished the following tasks planned in last week's report:

* Resource management
* Weekly report
* Food class
* Level class
* Camera class

On top of that, a new task was added: Setting up and getting acquainted with Redmine, a project management software.

# Major design decisions done:

The decision was made to not represent pellets and power pellets with their own classes in the model, since they don't have their own behaviour.

# Changes to the Work Breakdown Structure

The particle system task was postponed, since we don't have an environment to properly test it in yet. A task for Redmine was added.

# Issues, problems and risks

Time estimation remains a large issue. What seems daunting one week turns out to be trivial the next. The WBS is difficult to plan because of this. A minor issue lies in keeping everyone busy, since some tasks depend on the finishing of others.

# 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.