

# Project Week 5

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## Summary:

This week I completed my project. I had already completed all of my major functions in previous weeks, so this week was all about tying it all together and making sure everything works together properly. I also had time to add additional parts, such as a pre-game main menu and a post-game game over message.

I have completed **100%** of my estimated work (**35** hr estimated for work completed out of 35 hr total estimate) in **%** of the budgeted total project time. (**35.5** hrs spent out of 35 hr total estimate). For the work that has been completed, I took **1.01x** ( $35.5\text{hrs}/35\text{hrs}$ ) as much time as I estimated.

### List of Work Items:

Item	Status	Estimate	Actual (so far if inc.)
Task Diagram	Complete	1 hour	1 hour 30 min
Unit Testing	Complete	5 hours	3 hours
Risk Register	Complete	4 hours	1 hour
Config Data Structs	Complete	2 hours	2 hours
Button Input & FIFO	Complete	1 hour 30 min	1 hour 30 min
Slider Input	Complete	1 hour 30 min	1 hour
Physics Model	Complete	6 hours	8 hours
Satchel Throwing	Complete	3 hours	2 hours 30 min
LED Display	Complete	2 hours	2 hours 30 min
LCD Display	Complete	6 hours	10 hours
Summary/List Work	Complete	3 hours	2 hours 30 min
Total:	11/11	35 hours	35 hours 30 minutes

Completed this week:

This week's work was final debugging and working on tying up loose ends that I hadn't gotten to yet. This included the shield system and adding additional graphics, like the menu, end-game screen, and power, speed, and capacity indicators. Most of the non-coding work took about as long as I expected except for the risk register, which ended up being much easier than I originally anticipated.