Week One Report

Time Estimate

Predicted

1. Reading and understanding the project: 30 Minutes
2. Task Diagram: 1.5 Hours
3. Test Plan: 30 Minutes
4. Weekly Summary: 5 Minutes
5. Scope Planning: 1 Hour

Actual

1. Reading and understanding the project: ~25 Minutes
2. Test Plan: 15 minutes
3. Weekly Summary: 5 Minutes
4. Task Diagram: 1.75 Hours
5. Scope Planning: 45 Minutes

Test Plan

The first point at which we can perform more comprehensive testing is when the physics engine is completed. This will be the backbone of the game and run relatively often. Having a "cutting point" here would minimize bugs down the line.

Another point at which we can do comprehensive testing is once the player movement is implemented. This task involves a lot of peripherals and unforeseen behavior will be easier to find when I can interact with the game.

Weekly Summary

This week I did the project planning, created my task diagram, and identified 2 cutting points for testing.

I have completed **0%** of my currently-scoped, estimated work (18.75 actually spent /36hr total estimate) in **70%** of the initially-estimated time. (25.25 estimated for the items I have completed, of 36hr total estimate). For the work that has been completed, I took **1.34x** (25.25/18.75) as much time as I estimated.

Scope

Completed this week:

- Initial project documentation and planning (estimate: 3.5 Hours, actual: 3.15 Hours)

    This week I finished the initial documentation outline for moving forward. I finished planning a task diagram laying out what work needs to be done and how tasks will communicate. The task diagram took slightly longer than expected but was mostly slowed down by working with draw.io.

In Scope (Not final order of completion)

- Physics engine (Estimate: 3 Hours)
- Player Movement (Estimate: 1.5 hours)
- HM System (Estimate: 2 Hours)
- Laser System (Estimate: 1 Hour)
- Shield System (Estimate: 1 Hour)
- LEDs (Estimate: 15 Minutes)
- LCD System & Design (Estimate: 5 Hours)

Out of Scope but want to implement

- Menu
- Difficulty settings
- Multiple HM's