Asteroids TDD

Contents

Hardware

Alphonsus's macbook
Heskey's desktop
Carlow IT computers

Software

Github for vs2017

SFML 2.5.0 (32 bit)

Visual studios 2017 community edition

Art pipeline

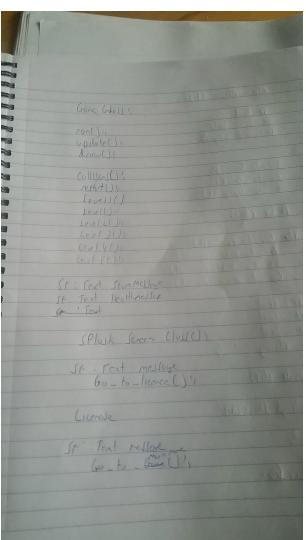Google images and or supplied images
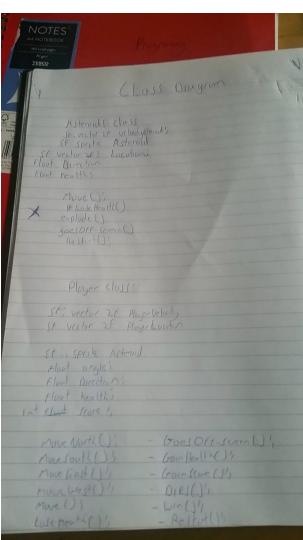Hand drawn images
Sprites

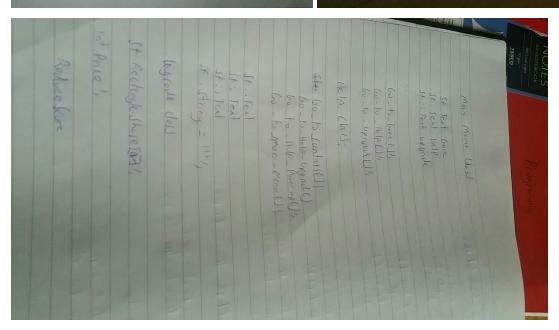# Code pipeline

Visual Studios 2017 to program

Development on branches

Merged and pushed daily by github

Class diagram

Image 1 (left)

Game Class:

run();
update();
draw();

Collision();
restart();
Levels()
Level();
Level2();
Level3();
Level4();
Level5();

SF: Text ScoreMessage
SF: Text HealthMessage
SF: Text

Splash Screen Class();

SF: Text message
Go_to_licence();

Licence

SF: Text message
Go_to_Game();

Image 2 (right top)

Class Diagram

Asteroids class:
SF: vector 2f velocityAsteroids
SF: sprite Asteroid
SF: vector 2f Locations
Float Direction
Float health;

Move();
It LoseHealth()
explode()
goesOff-Screen()
Restart();

Player class:

SF: vector 2f PlayerVelocity
SF: vector 2f PlayerLocation

SF: sprite Asteroid
Float angle;
Float Direction;
Float health;
Int Float score;

MoveNorth();   - GoesOff-Screen();
MoveSouth();   - GainHealth();
MoveEast();   - GainScore();
MoveWest();   - Die();
Move();   - Win();
LoseHealth();   - Restart();

Image 3 (bottom)

Main Menu Class:

SF: Text Game
SF: Text Help
SF: Text Upgrade

Go_to_Game();
Go_to_Help();
Go_to_Upgrade();

Help Class:

SF: Text
SF: Text
SF: Text
SF: String = "";

Go_to_Controls();
Go_to_Help-Upgrade()
Go_to_Help-MainMenu();
Go_to_main-Menu();

Upgrade class

SF: Rectangle Shape Box;
Int Price;

Reducescore

Game functions

How the ship will work is that when a player has moved the ship, the ship will continue to move in the same direction even though the player has stopped moving the ship.

There is no gravity in space so that also how the asteroids will work, they will be moving constantly.

When the ship or asteroids go out of bounds the will appear on the other side, but not the bullets. That will be on our difficult mode ;).