# Asteroids TDD

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# 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

# 

# 

# 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 ;).