TITLE OF PROJECT: The Use of Design Patterns and Scrum Methodologies in Game Development

PROJECT ABSTRACT

(a) Problem and Motivation: Our group was tasked with the development of a game for our final project. We decided to create a top down space shooter inspired by arcade shooter titles such as “1945” and “Raiden”. This task was quite big in scope so in

(b) Background:

(c) Solution:

Do not simply write what you did or accomplished, but write HOW you achieved (technical contents) in terms of novel ideas, algorithms, design patterns, architectures, etc.

Using the demo, you can show WHAT you did.

(d) Result: