

# Project Approval

## **L01 Team: Group 15 (Cloud10)**

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1. Original project name: [PythonShootGame](#)
2. Software purpose: For entertainment
3. Software scope: This project will consist of creating a flight shooting game based upon the [PythonShootGame](#) on github. The existing project is too simple to play. For example, the background picture is the original game stays still when the game is running. What is more, the model of the game is just in the form of enemy planes merging, and the player's aircraft shooting. We are going to add more features into our project including options of different modes, system of award collection, etc. The project will be completed by November, 2018. Modules of the game will include an endless mode which is to fight until dead, a story mode with bonus stages. Pyxel library is used for generating pixel style UI. And the project will be demonstrated on android emulator.
4. URL for original project:  
<https://github.com/Kill-Console/PythonShootGame>

5. Specialized hardware requirements: No
6. Software license required that McMaster does not own: No
7. Programming language: Python3.7 with pyxel library
8. Is programming language feasible for your team: Yes
9. Is the domain knowledge understandable within one term: Yes
10. Number of lines of code: Approximately one thousand lines
11. License: GPL
12. License allows public redevelopment: Yes
13. Being able to compile the original projects source code: Yes
14. What would be some test cases for the existing software:
  - 1) Test whether the incoming enemy jets would still stay in the shooting range if they appear on either very right or left side of the gaming interface.
  - 2) Test whether the the current page would change to the homepage, when the game is over.
  - 3) When the player's plane encounters one enemy plane, would the game be over.