

# Paranoid Asteroid

## Implementation Notes

### Non implemented Requirements

#### Essential:

- 1.01 – The user cannot change settings through the menu
- 1.12 – There is no “new Coop game” button
- 3.1.4 – Each game only has one life
- 4.1.5 – Settings are hardcoded and static

#### Desirable:

- 1.2.3 – No “new coop game” button
- 4.0.1 – There are no visual guides in the instructions menu and the player cannot modify the keys
- 4.0.2 – The instruction menu does not appear automatically the first time the game is played
- 4.0.3 – The user cannot choose game controls
- 4.2.1 – Preferences are not enabled and so cannot be saved to memory
- 6.3.3 – Pausing frequency is not regulated or limited

#### Optional:

- 4.0.5 – There is no volume control or enabling/disabling of features
- 4.1.2 – controls cannot be modified

### Future Implementations

- Settings menu and customizable controls

The user(s) (in case of multiplayer play) would be able to change the way they control the ship in-game by entering the settings menu and customizing their control configuration, then saving it to disk for future use.

- Mute or volume control

The user would be granted volume control over the game music as well as the sound effects. Ideally, the user would be able to change gradually lower the volume from an implemented Pause menu which appears when the game is paused. Failing that, the next option would be to implement a toggle mute button for both sound effects and music that can be clicked in game through the mouse

- Two player cooperative play mode

In addition to single player and competitive two player mode, the two player co-op game mode would allow both players to have their ships on the field simultaneously, and pooling their points at the end. This can still allow competition by adding a statistics screen showing each player's contributions to the score.

- Online posted scoreboard

Implementing this feature would allow the users to upload their score into an online highscore board, and compare themselves to the world's best players.

- Enabling/disabling bonus features

To allow a gameplay which adheres more to the classical game, the user would be able to toggle between enabling and disabling the features not present in the original game. These could include the graphics and music used by the game.