Group Project

Requirements

* We want to make a Galaga clone
* It will run
* It will only use java standard libraries
* It will have an end screen
* Close on exit

Design

* Player will use a triangle that starts out as green and changes color to represent health.
* Player will have a bullet that is small and can be fired with the space button. Bullet will be a square.
* Player will move with either WASD or arrow keys
* Enemies will shoot bullets and dive bomb.
* Enemies have different types. At least 3.
* Hunter will draw the stuff on screen. Must display enemies, player, and fps.
* Jacob will do player updating and enemy updating
* Alan will do the engine stuff like collision and update cycle.
* All members will advise where needed to keep the flow of development from halting too much while insuring that each member does the majority of their own work.
* If reasonable, add sprites for different things instead of just using basic shapes.

Polish Phase

* Find small things such as inaccurate collision boxes.
* Keep player from going to far off of the screen.
* Use different sprites to differentiate between different types of enemies.
* Make an end to the game.

What was done

* Sprites were added. All sprites were created by Hunter.
* Sound was added, but is not perfect. The background tracks were created by Alan. All other sounds were found on the internet by Hunter.
* Three types of enemies were added. Done by Jacob.
* Polish Phase was completed.