Description

CloneOut – Clone of the game Breakout, circa 1972 by Atari, Inc. Will have all components of original game, plus power-ups and penalties. Ten original levels will be designed.

Type of Application

Will be a desktop application, written in Java 8

Software used

Eclipse Luna – software development

GIMP/Inkscape – Artwork

Famitracker/Ardour – Music & sound effects

Git – Version control

Github – online hosting & documentation

Group

Nope. Just me.

Development Model

uhhhhhh

User Interface

See fig 1

Needs analysis

Audience – casual PC gamers – dads, moms, kids, etc

Environment – Multi-platform, can run on any machine w/ java

Features needed – menu items, game engine, levels

Storyboard

See fig 2

Flowchart

See fig 3

SCRUM

See fig 4