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My planned order of implementation for Asteroids will be as follows:

1. Implement working versions of each of the entities that will be needed for the program (ship, asteroid, laser.) This is almost done pending some fine polishing.
2. Create helper classes that will streamline processes such as creating entities and storing parameters. (current list is not all inclusive and will likely increase as program grows)
3. Create the ability to simulate multiple objects at once with threading.
4. Create the ability for entities to react to colliding with objects (asteroid being shot, ship being hit by asteroid).
5. Create a balanced level, difficulty, and scoring structure.