**Final Project Plan – Infinity Starship**

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| **Dates** | **Tasks** | **Duration** |
| * **Week 7-9** | 1. Work on Starship Class to make spaceship movement.  2. Work on UFO Class to make enemies movements.  3. Create shooting system Laser Class to get basic control of laser(s) from Starship user control.  4. Work on Laser class to create collision of Starship laser hitting enemies (Enemies should be destroyed/remove). | Three Weeks |
| * **Week 10-11** | 1. Create scoring system Score Class to accumulate certain number of points per destroyed enemy (Visually display current score in playScreenForm).  2. Work on UFO Class to create game over state (game state is stopped/frozen). Have message box telling user game’s over with their final score.  3. Work on UFO Class to create next wave condition. | Two Weeks |
| * **Week 12-14** | 1. Work on Score Class logic to create and handle a small database driven text file that will store final game over scores.  2. Create small PlayerIDEntryForm pop up after game over message box. Prompt user to enter valid ID in it and click a Save Score button to store score to the text file from Score Class.  3. Have next iteration of game show the stored scores in either PlayerIDEntryForm itself or in game over state updated message box pop up as a mini leaderboard below current final score.  4. Reset all game values/positions once player clicks Save Score button with valid ID. Have Play again button to run new iteration of game. | Three Weeks |
| * **Week 15-16** | Bug fixing/polishing. Final Presentation. | Final 2 Weeks |