3XA3-L03-Group12 Asteroid War

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About the Game

Original Source Code:

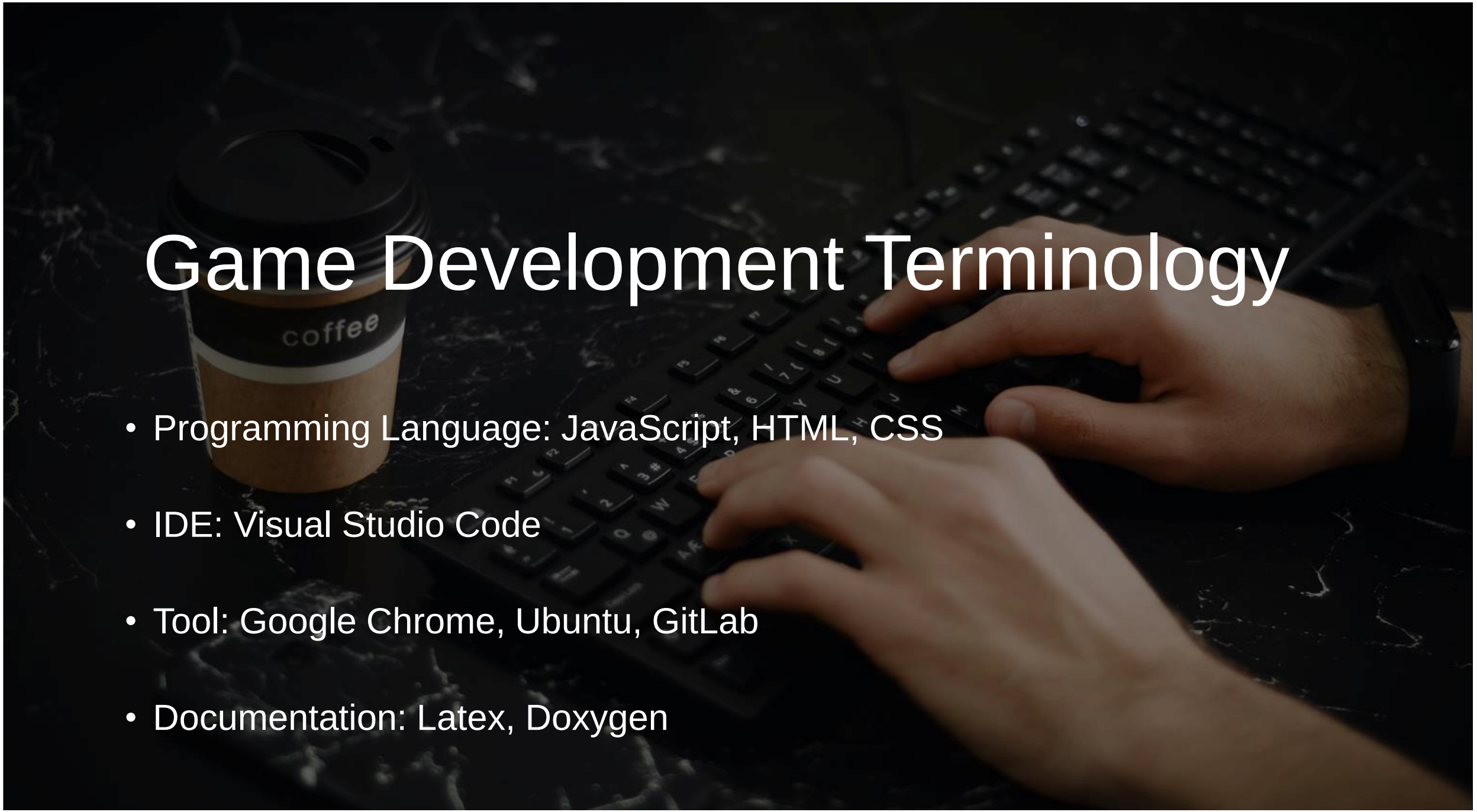
Extremely poor interface, difficult controls, disorder scoring counter, no menu interface, poor state management.

Purpose of the project:

The purpose is to improve the user interface, functionality, and implementation of the design while also allowing 2 users to play the game together simultaneously.

What is our Asteroid War game?

Our Asteroid War game is a 1-2 player game where players control a spaceship dodging and destroying asteroids for as long as they can survive.



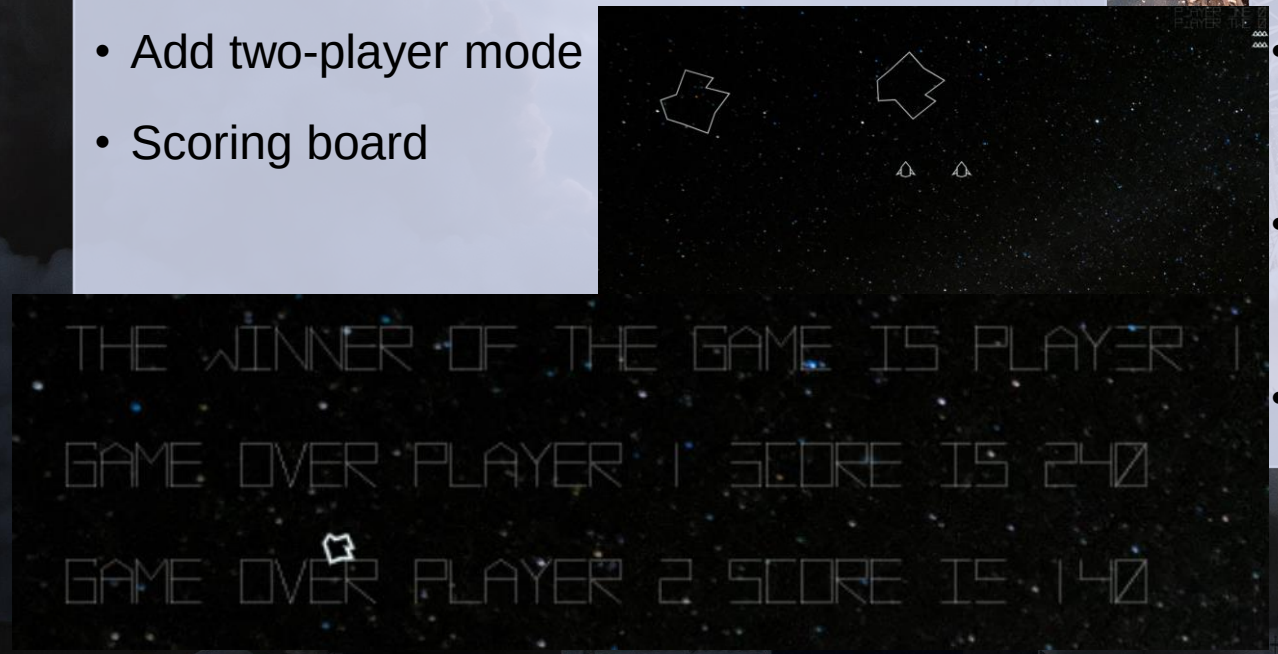
Game Development Terminology

- Programming Language: JavaScript, HTML, CSS
- IDE: Visual Studio Code
- Tool: Google Chrome, Ubuntu, GitLab
- Documentation: Latex, Doxygen

Scope

New Features in Functionality:

- Official Home page
- Produce a user manual for users to understand the control of the game
- Add two-player mode
- Scoring board



Improvement:

- Improve the User Interface.
- Redesign the game objects (Aircraft, Battlefield, Bullet, Lives Icons)
- Develop efficient codes to improve the measurement for players' scores and lives.
- The application responds with very little to no latency.
- Debugging the source codes.

Software Quality

Usability:

- User Manual helps users understand the control of the game.
- Easy to access by using a valid browser.
- Support two-player mode for users to play together.

Maintainability:

- Codes have been refactored and modularize to improve its understandability.
- Doxygen documentation improves the code maintenance.

Project Demo Time

Conclusion

- Things that could have been done differently
- Future of the project

Reference

Doug M, 2010, HTML5-Asteroids,[access 2021 January].https://github.com/dmcinnes/HTML5-Asteroids