

SE 3XA3: Problem Statement

Title of Project

Team 12, Team Name: 3XA3 Lab3 Group 12

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1 Problem Statement

1.1 What problem are you trying to solve?

Asteroids is a simple game which has been around for many years. The game has a lot of potential to be improved while maintaining the game's core functionality. We aim to improve the User interface of this game while also allowing 2 users to play the game together simultaneously. This Refresh is needed to make asteroids a game comparable to other web browser games currently available.

1.2 Why is this an important problem?

The importance of this problem is this project will improve the user interface of design, functionality and implementation. Improving the user interface of design can significantly enhance the user experience because the players will be able to play this game with higher quality of game performance. More vitally, we also tend to enhance the maintainability, usability and help users get a better control by enhancing the functionality and implementation of this project.

1.3 What is the context of the problem you are solving?

Asteroids is a well-known game in the past several years. The original Asteroids game is a single-player web-based game, within a poor interface and difficult controls. However, it should be improved to be suitable for one player or two players. The audience of Asteroids is people of different ages. Asteroids will be run in a web-based environment and it may be played with presses of a keyboard. In addition, score counters should be added into the game to show the score that the players attain during this game. Interface of the game will be colorful and attractive.

Table 1: Revision History

| Date | Developer(s) | Change |
|--------------|---------------------|---------------------------|
| January 27th | Eric Thai | Problem to solve |
| January 27th | Tianzheng Mai | Importance of the problem |
| January 27th | Junhong Chen | Context of the problem |
| ... | ... | ... |