

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.

The background image shows a person's hands typing on a black keyboard. To the left of the keyboard is a brown paper coffee cup with a black lid and a white band that says "coffee". The entire scene is set on a dark, marbled surface. The text "Game Development Terminology" is overlaid in a large, white, sans-serif font.

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



THE WINNER OF THE GAME IS PLAYER 1
GAME OVER PLAYER 1 SCORE IS 240
GAME OVER PLAYER 2 SCORE IS 140

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.

A dramatic photograph of a SpaceX Falcon Heavy rocket launching at dusk or dawn. The rocket is positioned vertically in the center, with its three boosters clearly visible. A massive, billowing cloud of white and grey smoke and fire erupts from the base, partially obscuring the lower part of the rocket. Several tall, dark metal service towers are visible around the launch pad, their silhouettes standing against the dark, cloudy sky. The overall atmosphere is one of power and industrial scale.

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>