Graham Kitchenka

Mark Baldwin

February 21, 2018

CSCI-447

Space Wars Documentation

Assignment 3, Phase 2

* What is Being Delivered:
  + Second Ship in Playfield
  + Sun with gravity
  + Destruction from collision with missile, other ship, sun
* Development:
  + No major problems in development
  + Only issue was trial and error was needed to find an adequate gravitational value to have good game-feel
* Test Requirements & results:
  + Thrusting from standstill should have ships go into stable orbit around sun
    - Pressing the ‘T’ button will make ship1 appear close to sun and already with some velocity to make the test easier to set up.

All tests pass at time of submission