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February 28, 2018

CSCI-447

Space Wars Documentation

Assignment 3, Phase 3

* What is Being Delivered:
  + Fuel, missile limits, warp engine for ships
  + Game management (start, restart, quit, scoring)
* Development:
  + No major problems in development
* Test Requirements & results:
  + Questionnaire for testers to answer.

questionnaire:

1. Does the ship movement feel consistant?
2. A1: yes
3. A2: yes, wish there was an up/down movement direction option
4. A3: Yes, I did take a while to get used to the physics, but that was likely just me
5. does the gravity coming from the sun in the center of the map feel "fair" or is it to harsh?
6. A1: Fair. It adds more challenge to the game
7. A2: yes! but i didnt really notice it while playing...
8. A3: The gravity added extra functionality to the game, restricting random movement and allowing one to use the gravity to assist their movement. My one note is once I warped far to close to the star to prevent myself from impacting it.
9. Additional thoughts?
10. A1: I am not great at shooter games but it made me laugh. I like the warp function.
11. A2: player 2 hitting the shift key triggered sticky keys, slowed gameplay significantly
12. A3: I could not decide what I thought about the hitbox, sometimes it felt to large, sometimes perfect.