Debug

Math

Bonus

Input

Breakout

Text

Renderer

Physics

Collision

Audio

MODULE NAME: math

PURPOSE:

Provide 2D coordinate types and mathematical operations on those types.

TYPES:

Coord: An int “x” and “y” coordinate.

Box: A “centrePoint” Coord and a “size” Coord.

FUNCTIONS:

function detectCollision (pos: Coord, box: Box) : Boolean

Returns a true or false if two objects’ “x” and “y” position are the same, if it returns true, a collision is detected.

function scoreUpdate (value: int)

Returns the score value.

function reflectBall (box: Box, vector: Coord) : Box

Returns a inverse box that represents the given “box” moved by the amount in “vector”.

function Move (box: Box, vector: Coord) : Box

Returns a box that represents the given “box” moved by the amount in “vector”.

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| Task | | | | Estimated | | | | Actual | | | |
| Name | ID | Depends | Resources | Start Date | Start Time | End Date | End Time | Start Date | Start Time | End Date | End Time |
| Design Math Module | 1 |  | Paul | 3/4/12 | 10:00 | 4/4/12 | 10:00 |  |  |  |  |
| Design Audio Module | 2 |  | Vlad | 3/4/12 | 10:00 | 4/4/12 | 10:00 |  |  |  |  |
| Design Input Module | 3 |  | Chapman | 3/4/12 | 10:00 | 4/4/12 | 10:00 |  |  |  |  |
| Design Renderer Module | 4 | 1 | Chapman | 4/4/12 | 12:00 | 5/4/12 | 12:00 |  |  |  |  |
| Design Physics Module | 5 | 1 | Koobs | 4/4/12 | 12:00 | 5/4/12 | 12:00 |  |  |  |  |
| Design Collision Module | 6 | 1 | Paul | 4/4/12 | 12:00 | 5/4/12 | 12:00 |  |  |  |  |
| Design Text Module | 7 | 1 | Chapman | 4/4/12 | 14:00 | 6/4/12 | 14:00 |  |  |  |  |
| Design Debug Module | 8 | 7 | Koobs | 5/4/12 | 12:00 | 5/4/12 | 12:00 |  |  |  |  |
| Design Bonus Module | 9 | 1 | Chapman | 4/4/12 | 18:00 | 7/4/12 | 18:00 |  |  |  |  |