INITIAL GOALS

NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

LIST OF GENERIC GRAPHIC CONCEPTS YOU WISH TO ACCOMPLISH:

- 2D side-scroller   
- User controlled moving with keys  
- Collision Detection   
- Multiple Panels

FUNCTIONAL ASPECTS:

- Home page with button to play

- A plane starts in the left middle of the main panel (0, some y –value)

- North Panel will have status showing type of plane, ammunition, the time, turbo boost is on or off and the amount of points

- The plane is always moving forward with user controlling the height variable with arrow keys and speed with turbo boost \*Note, inverse correlation between speed and controllability of plane

- Rectangles are obstacles that must be avoided

- Circular objects like coins for points

- 3 ammunition per round - to shoot down rectangles

- Must complete in certain amount of time or else lose

- Before time = more points

- Background will not be constant, clouds scroll along

ARCHICTECTURUAL ASPECTS:

Frame

Keylistener – controls vertical movement, turbo boost, bullets

ActionListener

TimerListener – to time

Panels – Main Panel for action, North panel displaying stats 🡪 points, turbo boost icon, ammunition, timer

Menu for switching type of “aircraft” (images), exit to homepage

Buttons – start page to start playing

**Planned Steps**

|  |
| --- |
| **New incremental feature of each step** |
| Move a rectangle around screen with arrow keys |
| Establish boundaries |
| Get second rectangle and collision detection - if hit, start back at original position |
| Get ellipses and collision detection with point counter |
| Shoot bullets at obstacles that makes both rectangle and bullet disappear on contact |
| Implement turbo boost when space bar is pressed and increase speed |
| Set timer to start and stop when all coins are collected |
| Put all of the above in main panel, add north panel with stats |
| Add drop down menu with action of quitting and changing planes( right now diff colour rectangles) |
| Implement side scrolling |
| Home page with “play” button |
| Add “cute” stuff, change rectangle to plane, image for turbo boost \* optional depending on time\* |

With this report, you will be submitting EVERYTHING. Organization is key. When I go to the groupwork folder**, I should see your project submitted in the following format:**

YourLastName: Under this folder will be the following folders:

**Documents**: It will hold all of your documents: journal, WIP, Specs, Release schedule, list of sources, and all the other documents that will be submitted in your final project.

**Steps**: There will be a folder for each step, with one folder CLEARLY telling me that it is the latest, stable step.