

End-of-Course Project Proposal Template

Course Name: CS2K

Student Name(s): Parth Zanwar, Sreeshan Karnati

Submission Date: 05/21/25

Project Title

Asteroids

Project Overview

Our project is about asteroids, a retro arcade game. This involves a ship dodging and shooting asteroids in order to survive. The player is given three lives.

Purpose & Learning Goals

We are trying to demonstrate a advanced knowledge of java Gui in order to see

Project Details

- **Tools/Technologies/Materials You'll Use:**
IntelliJ
- **Major Components or Features:**
 - Java GUI with ship, asteroids, and stars
- **Expected Final Product:**
(Describe what you plan to submit or present. e.g., video, app, website, report, poster, etc.)

Timeline

List key milestones and deadlines.

Date	Task/Goal
	Brainstorming/Initial Planning
	First Prototype/Outline
	Feedback & Revisions
	Final Submission

Roles (for group projects only)

If this is a group project, list each team member and what they're responsible for:

Name	Role / Responsibility
Parth Zanwar	Created asteroid game

Challenges & Backup Plan

Some challenges we expect are logic errors in our code, such as calculating the intersections of the asteroids and the spaceship.

Success Criteria

Minimum requirements are the player being able to move the ship around, being able to shoot bullets, asteroids moving across the screen with stars in a special parallax background. Once the asteroids hit the player, the player should lose a life.