

Asteroids Report Requirements

Advanced OOP

October 27, 2016

Write a report about your Asteroids implementation discussing at least the following points:

1. Problem description and analysis

- Short description of the assignment.
- Analysis of the assignment and the work that has to be done in order to fulfill the assignment's requirements.

2. Design description

- Describe of your program's structure (classes and packages). Substantiate your choices.
- Discuss applied design patterns, how and where they have been applied. Substantiate your choices.
- Describe the networking functionality of your design. What information is sent between clients/servers at which stages of the game. Substantiate your choices.

3. Evaluation

- Discuss the stability of your implementation. What works well? Do you know of any bugs in your implementation? Are there still features left unimplemented?
- Describe improvements to your code that you would make if you could take the time needed for that. Are there things that you would have done completely different?

4. Team work

- What did each team member contribute to the team? Not only in terms of code, e.g. *X had came up with the architecture of the networking part, and Y had great insight in optimizing the spectator.*

NB: there is no need to include code in the report

Deadline

Monday 31st of October, pull request time stamp before 10:00.

In your repository must be present:

- Your buildable project; it must be buildable using maven and the settings as dictated by the delivered POM file.
- A concise report on the design of the project.