

Vivek Bhupatiraju
Harrison Liu

Programming Project Plan

Team Name: Team Dachshund

Date: 3/29/16

Project Name: Tank Trouble

Class: H-Block

Description

Our product will be a multiplayer tank game, attempting to incorporate more than 2 players in a fun and strategic manner. With tanks.

This project will mainly benefit kids looking for a good game to play. It will also be coded in an informative way, so as to also help teach principles of Processing and Java to aspiring programmers.

Goals

We intend to make a fully-functional tank game, and if this task is completed early, we plan to extend it to Android using Processing for Android.

Another one of our main goals is for the game to be easily understood by any new clients; as such, a nice GUI will have to be implemented.

Client

Our clients will be anyone who wants to play a solid tank game. We will satisfy said clients by making a nasty game that is both entertaining and visually appeasing.

Team Skills and Roles

Both team members are proficient in coding with Java. In addition, Vivek has experience with Processing and Harrison has experience with photo-editing and designing graphics.

We both mainly hope to develop our skills in Processing (and by extension, Java) and also hope to gain experience with GitHub and Processing with Android.

Resources

The main resources we will be using are Processing 3 to code all of the game and GitHub for version control, both of which we have access to. We will also use Mr. Harris for programming assistance when necessary.

Obstacles

Some obstacles with the Processing 3 phase may be collision detection, display of bullets correctly and scoring points.

If we do finish the Processing 3 phase, the entire movement to Android will be very difficult as we will need to learn many new functions and classes.

Timeline

- 1) Before April Break
 - a) Finish 80% of code, get most of display working
 - i) All classes + functions written
 - ii) Mostly functional, GUI / menu unwritten
- 2) Before End of April Break
 - a) Finish all/most of Code
 - i) Finish GUI/menu
- 3) Before Week after AP Test
 - a) Processing 3 Phase 100% complete
 - i) Easily picked up by anyone
- 4) Before Submission
 - a) Attempt to move to android
 - i) Change around code
 - ii) Thorough testing and learning