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| University OF THE WITWATERSRAND,  JOHANNESBURG |
| Centipede Game Design |
| ELEN3009 |
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| **Sello Fotoyi 680492**  **Jerome Kabwayi 710392** |
| **07/10/2018** |

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# Introduction

# Requirements

# Constraints

# Criteria for Success

# Design Modelling

## Game Objects and their Construction

## Movement

## Collisions

## Game Graphics

# Structure Overview

## Presentation Layer

### KeyReader Class

### Drawer Class

## Logic Layer

### Position Class

### Entity Class

### Mover Class

### Laser Class

### Player Class

### Mushroom Class

### Field Class

### Segment Class

### Centipede Class

### Box Class

### CollisionDetection Class

### CollisionReaction Class

## Data Layer

## Mixed Layer

### Enum Class

### GameEngine Class

# TESTS

# Object Interactions

## Layer interaction

## Movement

## Collisions

# Critical Analysis

## Functionality Analysis

## Design Analysis

# Future Improvements

## Design improvements

## Additional Features

# Conclusions

# References

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| [1] | T. R. G. Geek, “Retro Review: Combat - Atari 2600 - 1977,” 18 February 2013. [Online]. Available: http://theretrogaminggeek.blogspot.com/2013/02/retro-review-combat-atari-2600-1977.html. [Accessed 3 October 2014]. |
| [2] | L. S.P., *ELEN 3009: Software Development II. Project 2014 - Tank Battle,* 1.0 ed., School of Electrical and Information Engineering, University of the Witwatersrand, 2014. |