Air Space Invasion: Artemis



**Section:** ‘W3’

**Presented by:**

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# Introduction:

Our project is about developing stat upgrading game. Mouse based interactive is used in it. It involve projectile, energy damping, and fiction. The game is simple desktop based.

it is 2d.

## Project Background :

We are developing this game on clients requirements.it is an interest project that’s why we chose it.we are designing and implementing the game **VC++, Opengl, Openal, and Glfw libraries with graphics.**

## Responsibility:

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| Project Name Air Space Invasion: Artemis |
| **Project Manager Syed WahabHussain** |
| **Project Members None** |
| **Project Goal to make sentry shooting game in which player can update after each level** |
| **Objectives To have shooting turret base game completed in a month** |
| **Project Success criteria100%** |
| **Assumptions, Risks and Obstacles** |
| **Organization Address (if any)UMT- Lahore** |
| ✓  ✓✓✓  **Type of project Research Development** |
| **Target End users General** |
| **Development Technology VC++, Opengl, Openal, and Glfw libraries.** |
| **Platform**  **Web based Distributed**    ✓  **Desktop based Setup Configurations** |

## Scope:

It is a desktop based game it will run on all versions of windows.

## 1.4.1 Objectives

The main objective to have shooting turret base game completed in a month. Make sentry shooting game in which player can update after each level.

## 1.5 Project Deliverables

**Phase 1. Project Initiation, Process Analysis, Technology.**

* First we have gather requirements from our client .According to our client .we have to develop game named as “Air Space Invasion: Artemis”.
* **A**fter initiation we have to analyze the whole project and decide how to set our milestones. How to start that process, how to manage time, how to pass millstones achieve goals and how to finish this project.

# Phase 2. Design and Development

* In This phase we create the project design and work on further project structure.
* Creating Stat building system object of the game like rotation, translation according to player interaction.
* It will support multiple profiles and we have to work on it.
* Profiles save data after each level.
* High score will be update on each entry.

# Phase 3. Data flow design and development:

We will create levels of game and we will check flow of data ,direction of data and interaction of user.

After this we will start implementation of game.

# Phase 4. Data flow installation:

In this we will re check flow of data.

Cross platform problems will be checked and solutions will be find.

# Phase 5.Post implementation:

We will re check whole documentation and try to find out mistakes and errors.