

1. Revision History

Table 1: Revision History

Date	Developer(s)	Change	Revision
September 23, 2016	Jetly, Puru	Initial Draft	0
September 23, 2016	Theiveehathasan, Rehan	Initial Draft	0
September 23, 2016	Bining, Karnvir	Initial Draft	0
November 29, 2016	Jetly, Puru	Section 2.1-.2.3	1
November 29, 2016	Theiveehathasan, Rehan	Section 2.1-.2.3	1
November 29, 2016	Bining, Karnvir	Section 2.1-.2.3	1

SE 3XA3: Problem Statement

Pong Invaders

Team 10 – Ben Ten

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jetlyp
theivers
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2.1 What problem are you trying to solve?

The problem this project is addressing is boredom. We as Ben Ten, will be providing an entertainment experience for all users of the project. We will be re-developing the iconic Space Invaders with a twist of Pong, with a focus on proper software architecture, and documentation.

2.2 Why is this an important problem?

The importance of developing Pong Invaders is to bring back the style of retro-arcade shooting games, with the complexity of today's modern games. Most young gamers have never experienced the simple joy of arcade-style games, and this project aims to remedy that.

2.3 What is the context of the problem you are solving?

Pong Invaders is a game that can be played by users over the age of 6, and it is not restricted to any specific platform. The playable environment that this game will run on is any web browser, with a pointing device, and keyboard. The redevelopment of Space Invaders with the addition of Pong will appeal to projected stakeholders: developers in the open source community, nostalgic and modern gamers. This problem is important to stakeholders, as it brings a contemporary touch to all time classic games which will captivate all audiences. By appealing to a large end-user base, and future developers maintaining the project, we at Ben Ten are addressing the problem of boredom.