



PONG INVADERS

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SFWRENG 3XA3 L02

SOFTWARE ENGINEERING PRACTICE AND EXPERIENCE: SOFTWARE PROJECT MANAGEMENT

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INTRODUCTION

- Background
 - Stakeholders
- Purpose
 - Re-design an existing open-source project
 - Solving boredom
- Scope
 - Space Invaders
 - Pong



JAVA?

- Comfortable
- Well Documented
- Many Online Resources
- Portable
- JUnit



JUnit

OLD TO NEW

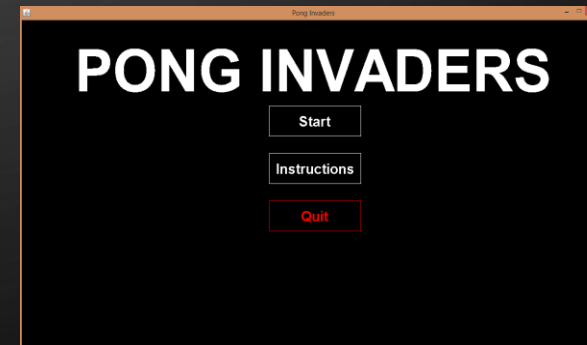
ORIGINAL

- No Menu
- No Software Architecture
- Space Invaders



RE-DESIGN

- Beautiful Menu
- MVC Architecture
- Space Invaders + Pong

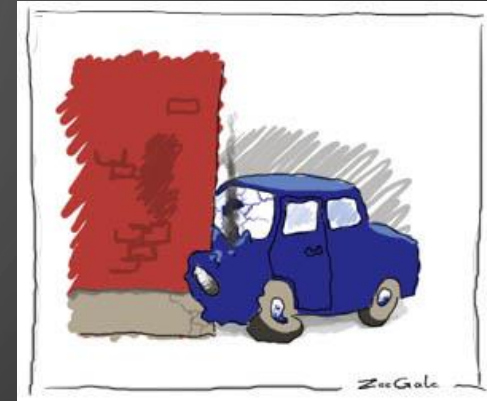


The image features a dark gray background with a subtle radial gradient. In the four corners, there are white, stylized circuit board traces. These traces consist of thin lines that branch out and terminate in small circles, resembling electronic components or connection points. The top-left and bottom-left corners have more complex, dense patterns of these traces, while the top-right and bottom-right corners have simpler, more sparse patterns.

DEMONSTRATION

CHALLENGES

- Collision Detection
 - Hit Boxes
- GUI
 - Scalability
- Data Structures
 - Linked List



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THANK YOU FOR YOUR TIME!

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ANY QUESTIONS?

CITATIONS

Space Invaders - <https://github.com/marcliberatore/spaceinvaders-101-java>

Algorithms Reference - <https://github.com/puruj/First-Game>