PONG INVADERS

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SFWRENG 3XA3 L02

SOFTWARE ENGINEERING PRACTICE AND EXPERIENCE: SOFTWARE PROJECT MANAGEMENT

NOVEMBER 30TH, 2016

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

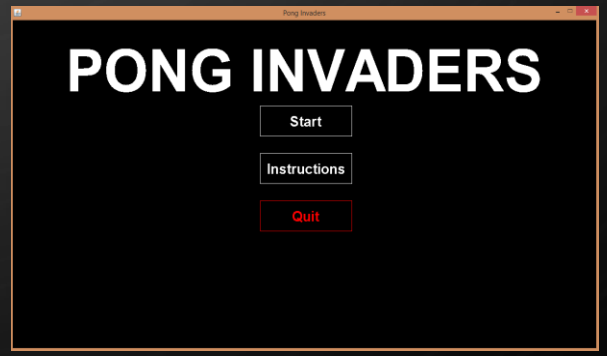
OLD TO NEW

ORIGINAL

- No Menu
- No Software Architecture
- Space Invaders

RE-DESIGN

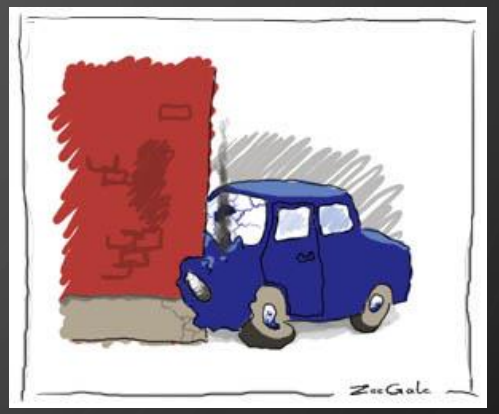
- Beautiful Menu
- MVC Architecture
- Space Invaders + Pong



DEMONSTRATION

CHALLENGES

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



THANK YOU FOR YOUR TIME!

ANY QUESTIONS?

CITATIONS

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

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