

Asteroids Report Requirements

Write a report about your Asteroids implementation discussing at least the following points:

1. Problem description and analysis

- Short description of the assignment.
- Analysis of the assignment and the work that has to be done in order to fulfill the assignment's requirements.

2. Design description

- Describe of your program's structure (classes and packages). Substantiate your choices.
- Discuss applied design patterns, how and where they have been applied. Substantiate your choices.
- Describe the networking functionality of your design. What information is sent between clients/server at which stages of the game. Substantiate your choices.

3. Evaluation

- Discuss the stability of your implementation. What works well? Do you know of any bugs in your implementation? Are there still features left unimplemented?
- Describe improvements to your code that you would make if you could take the time needed for that. Are there things that you would have done completely different?

4. Team work

- What did each team member contribute to the team? Not only in terms of code, e.g. X came up with the architecture of the networking part, and Y had great insight in optimizing the spectator.

NB: there is no need to include code in the report

Handing in

Your repository must contain at least:

- In the root folder:
 - The circle.yml file. Since this assignment is released while another is still open, you must change the build directory to asteroids yourself.
 - The asteroids folder containing:
 - * Your buildable project. It must be buildable using maven and the settings as defined by the delivered POM file.
 - * A concise report on the design of the project.