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Period 3

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Project Summary

Given the level of difficulty behind our first project, the time slot from when the project was assigned proved too little to finish our desired program. When we we’re critically stumped on an issue the night before, we abandoned the complex program for what was hoped to be a simpler program. Known as asteroid fighters, the project was also not completed due to insufficient capability to troubleshoot issues with the java swing class. This was chosen for our presentation due that it was much more presentable albeit still it was a disappointment.

The networking was intended to use a server and a program with it to store information accessible by client programs. The server and client programs only went so far until issues passing security and many flukes faced via attempting to connect to remote computers. The program also did not require much effort to construct and did not warrant much effort on our behalves thus it was scraped.

Asteroid fighters was our second idea sprung literally the day before our presentation. We assumed it would be best to use a great deal of our APCS found knowledge to better demonstrate a level of understanding. This was supposed to be an easier project, but things proved difficult to handle when GUI issues started to appear. Unfortunately we had ample time to complete the project, but our lack of java swing knowledge prevented our advance as four hours were wasted fruitlessly on it. In the end, a concept main and classes were developed and were made ready for use, but without a visual representation, we were unable to go further.

Asteroid fighters would have advanced to the point of having guns on the ships to defeat asteroids, animations, options for difficulty , options for user amounts, options for game modes, high score, multiplayer, ai, and much more. The aim of survival mode simply was to evade objects without use of the ships gun for the longest time. This was what our current framework was set to do by the time we were stumped. Once completed, we would have moved on to death-match were the last alive would win. Most importantly, the user could move anywhere on the screen to add a more interesting twist. Once completed, a multitude of user aids would have been added simply to make game-play more fluent.

Our project was a success in using all coding techniques learned throughout the year. In the end, code may have proved dysfunctional, but this was expected to happen given our time that we worked on the project. Our group still is highly disappointed that the code could not be finished.