**ASTROFIGHTER - GAME ENGINE**

**GROUP MEMBERS:**

1. Aaron de Miranda Colaço
2. Joston Fernandes
3. Kimberly Cabral
4. Natasha Priolkar
5. Prajakta Kuncolikar

**OBJECTIVES:**

Asteroid is a game application which provides end users an interface to play a space based game.

It will be a low bandwidth game that will be fun and intuitive, with a lot of visual cues.

We hope to foster a competitive gaming environment.

**TECH STACK:**

1. JavaScript (ES6) - Game logic
2. Ruby/Sinatra - Back-end
3. HTML5/CSS3/Angular - Front-end
4. SQLite3/PostgreSQL - Databases
5. Heroku - PaaS to host application
6. Gimp/Photoshop - Graphic Editing

**SYNOPSIS:**

The web application will be hosted on Heroku using the free plan.

Sinatra will be used for the back end.

The entire game logic will be written in JavaScript and HTML5, CSS3, and AngularJS will be used for the front end.

Image editing will be done in either Gimp or Photoshop.