**Iteration Two Planning**

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**CSCI 313**

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**Completed Features:**

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| **Feature:** | **Implementer:** |
| Added Score. The score goes up by 1 every tick, so 60 every second. The score also goes up each tank collected, by more each time. The first tank gives +1000, the second +1100, the third +1200, and so on. | Aaron |
| Added Collisions with oxygen tanks. When the player collides with a tank, the tank changes to a new location. Also, the oxygen bar fills up to 100% after each collected tank. | Ben |
| Changed the oxygen bar to be a rectangle on the canvas rather than an HTML progress bar. This adds consistency amongst internet browsers and looks better. The bar goes down each tick to force the player to get tanks. The rate at which the oxygen drops increases each time a tank is collected. | Aaron |
| Added a moveTank() method that chooses the next location for the tank to move to. Once the player collides with a tank, this method is called and randomly chooses from 7 different locations where the tank will go next. | Ben |
| Added a game over sequence. When the player runs out of oxygen, the ticker stops and a “GAME OVER” text is put on screen. Also, the score gets highlighted. The player can press SPACE to reset the game. | Aaron |

**Backlog:**

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| **Feature:** | **Implementation time frame:** | **Assignment:** |
| Add documentation | 3rd Iteration | Ben |
| Add animations for movement | 3rd Iteration | Ben |
| Add enemies (fish, crab) | 3rd Iteration | Aaron |
| Add weapon to shoot enemies | 3rd Iteration | Aaron |
| Make canvas bigger (1280x720?) | 3rd Iteration | Ben |
| Moving platforms | 3rd Iteration | Ben |
| Add “Drowning” effect | 3rd Iteration | Aaron |