

PLANETDEFENSE

CSCE3513 TEAM 6 GAME PROJECT - SPRING 2012

DESCRIPTION:

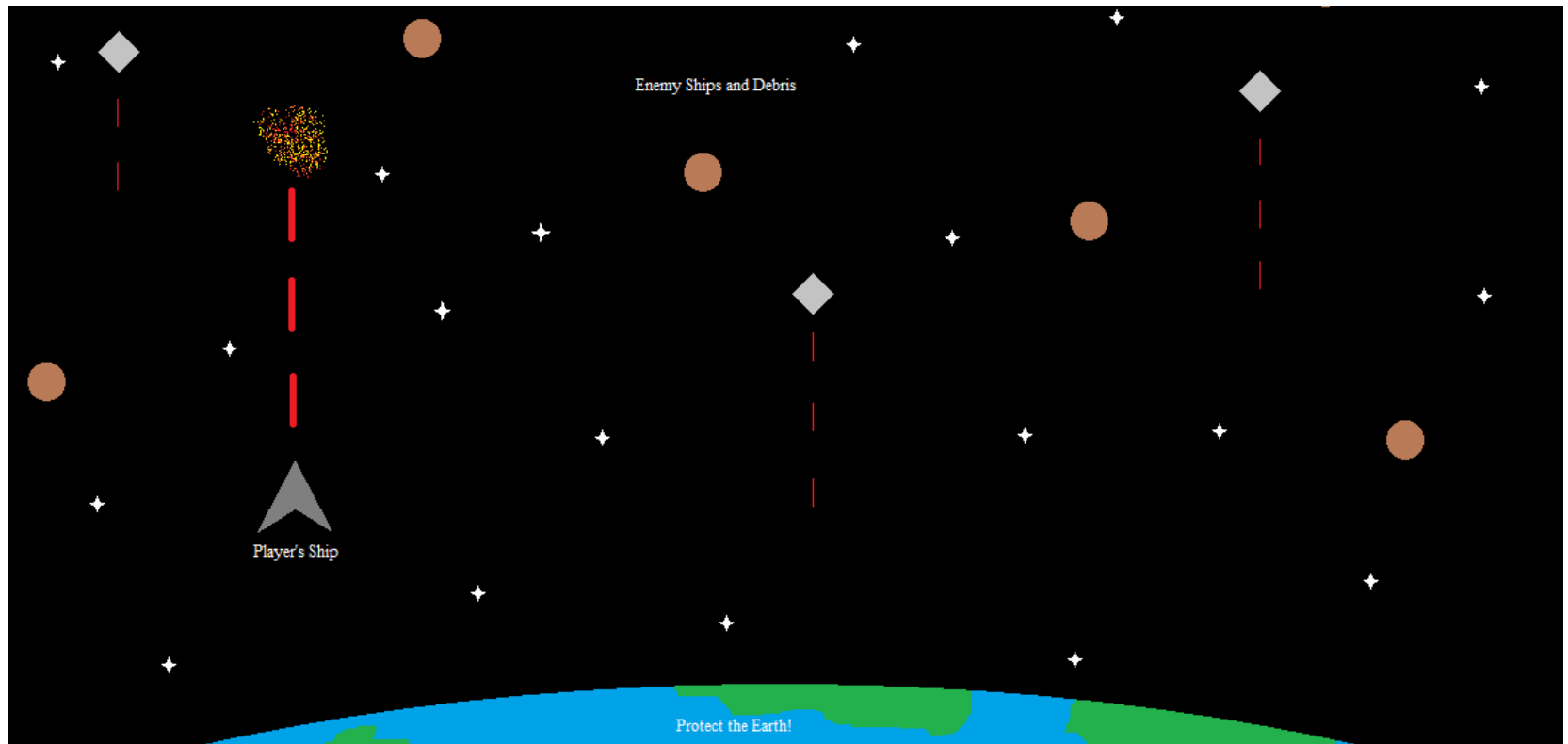
PlanetDefense will be a 2D game where the player flies a space ship just outside of the atmosphere and must shoot down asteroids that are falling towards Earth. The earth will have a health bar displayed and if too many asteroids hit the planet the health will be depleted and the game will be over.

Possible enhancements include:

- Enemy ships in addition to the asteroids
- Facebook login integration and high scores maintained online
- Choosing your ship
- Progression through levels
- Earning points earns you 'currency' to purchase upgrades



INITIAL VIEW DESIGN:



PLATFORM AND LIBRARIES:



Ruby Programming Language (Multiplatform)

Gosu 2D Game Development Library



RSpec

Ruby Testing Framework


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TASKS FOR INITIAL ALPHA RELEASE:

- Admin
 - Ideate and document user stories for remainder of game development
 - Input stories into Github Issues and assign to milestones
 - Plan initial sprint
- Coding
 - Game initializes
 - Background image loads
 - Ship loads
 - Ship inputs x and y movement on view

TASK ASSIGNMENTS

Initial assignments:

Denton: Wireframes and mockups

Addam/Michael: Coding tasks 1 & 2 from previous slide

Denton/Bryan: Coding tasks 3 & 4 from previous slide

Further tasks & user stories will be inputted and assigned in Github Issues.

Time Frame:

1 week per pair assignment



MEETINGS TO DATE:

Date	Mode	Attended
Tuesday, 24 Jan 12	In person	Entire Team
Thursday, 26 Jan 12	In person	Entire Team
Saturday, 28 Jan 12	GoogleTalk	Entire Team