

Software Methods and Tools

Fall 2016

Assignment 5

Due on 11:59PM, Wednesday, November 2, 2016

Re-write the Asteroids video game in ArchStudio. The new game must meet the following requirements.

1. The application has an explicit architecture model that includes at least **FOUR** connected components. Inclusion of connectors is optional.
2. Each component has defined interfaces, and communicates with other components through the interfaces.
3. The application can be run in ArchStudio AIM Launcher from its architecture.
4. Your final product should be a **two-player** Asteroids game. (15 points).
 - a. Each player has their own spaceship, key control, and score.
 - b. Two players work together to fight against moving asteroids.
 - c. The game ends if both players die.

Your final submission should include (1) a screenshot of your architecture shown in Archipelago; (2) a screenshot of running your application in AIM Launcher; (3) your project folder that has all the project files.

Please add (1), (2), and (3) above into a zipped file, and only submit ONE .zip file into the BlackBoard system.

A demo is required for every student in the class.