Asteroids Project Team Features   
CS 1200 Fall 24

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Turning in a PDF or any format other than Word will result in no credit for this assignment.

**Course Section Number 003**

**Team Number 34**

**Final Project Grade: TBD**

# **Instructions**

Teams must deliver a Processing program that runs without modification on Windows. I understand that some team members wish to develop on OSX or Linux, but the program submitted for grading must run on Windows.

Each team will complete this form, rename the file to include team number (e.g. Team 99 Asteroids Project Team Features.docx), and submit using section’s UTD Box by the date given in the project description. Each team’s submission will be evaluated and only if problems are found will they be returned via email to the first team member in the following list.

Include this document with both the milestone delivery and the final project delivery. Teams are permitted to add and remove features as they need after the initial evaluation, but please carefully consider your initial features to minimize changes later in the project’s execution.

**List Contributing Team Members Names and NetIDs**

**Note**: If an assigned team member does not contribute to the milestone or the project, leave their name off this list and they will receive no credit for either the milestone or final project grade. Be sure to include NetIDs.

|  |  |  |
| --- | --- | --- |
| **Member Name** | **NetID** | **Grade** |
| Azhar Ahmad | axa220344 |  |
| Vladislav Kondratyev | vxk230059 |  |
| Anirvin Kotaru | ark230005 |  |
| Rithanya Dhivakar | rxd230057 |  |
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# **Description**

Teams have been provided a functional AsteroidsPlus arcade game written in the Processing language. Use this form to list and describe the features teams will be adding to the base game.

Potential features are found in the document “Asteroids Project Suggested Features.docx”. Please select your team’s features from this list. Each suggested feature includes the number of points awarded for completing the feature.

Notice that each suggested feature include a **Potential Points** determined by the complexity of the feature. The potential points across all selected features must sum to >= 100 points. The project’s final grade will be the sum of satisfactory completed features. The project grade will be capped at 100 points.

# **Proposed and Delivered Features**

Use the following tables to describe each of the features the team will deliver.

- Include the features name, description, and potential points as found in the document “Asteroids Project Suggested Features.docx”.

- Specify which of the project milestones your team will deliver the feature. Use MS, or Final.

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| --- | --- | --- | --- |
| Change Game Sprites (image files only) | Potential  Points: 15 | Awarded  Points: TBD | Delivered |
| Must change the Ship, Missile, and two Asteroids Sprites. The ship sprite must have two frames as described in class. Must change to new image files! Simply recoloring existing sprint images will not be accepted. | | | MS |

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| Change Game Sounds (wav files only) | Potential  Points: 15 | Awarded  Points: TBD | Delivered |
| Change all game sounds. | | | MS |

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| Display Hit Ratio Text | Potential  Points: 15 | Awarded  Points: TBD | Delivered |
| Display the overall percentage (textual) of shots fired/hits using text only. Format float to only two decimal places. | | | Final |

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| --- | --- | --- | --- |
| Add Background Music | Potential  Points: 15 | Awarded  Points: TBD | Delivered |
| See SoundFile.loop(). The background music must be balanced against the game sounds. It must be possible to hear both background and game sounds while playing. See Soundfile.amp(). | | | MS |

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| --- | --- | --- | --- |
| Additional Level Simple | Potential  Points: 15 | Awarded  Points: TBD | Delivered |
| Add new levels to the game by duplicating a current level and making simple changes (additional asteroids). Can be applied only once. | | | Final |

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| --- | --- | --- | --- |
| Streak Effect | Potential  Points: 25 | Awarded  Points: TBD | Delivered |
| Graphical or audio presentation with player accomplishment e.g. when player hits asteroids with three consecutive missiles or something like this. | | | Final |