CSCI 306 Final Project Planning Document

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1. Testing
   1. GUI
      1. Targets drawn randomly and not all the same shape
      2. Not drawn on HUD or off screen or tank
      3. Targets don't overlap each other
   2. HUD
      1. Score displayed and updated properly
   3. Shooting
      1. Trajectory properly drawn and calculated
      2. Miss (don't hit any target)
      3. Hitting incorrect shape
      4. Hitting correct shape
2. Development
   1. Part I
      1. Draw screen with tank and randomly spawned targets
      2. Player can move angle of barrel
   2. Part II
      1. Implement HUD
      2. Player can destroy targets and get points (add score functionality)
      3. Implement challenges (e.g. “Hit a circle”)