XNA videogame focus on modifiability: A "Super-Pang" clone
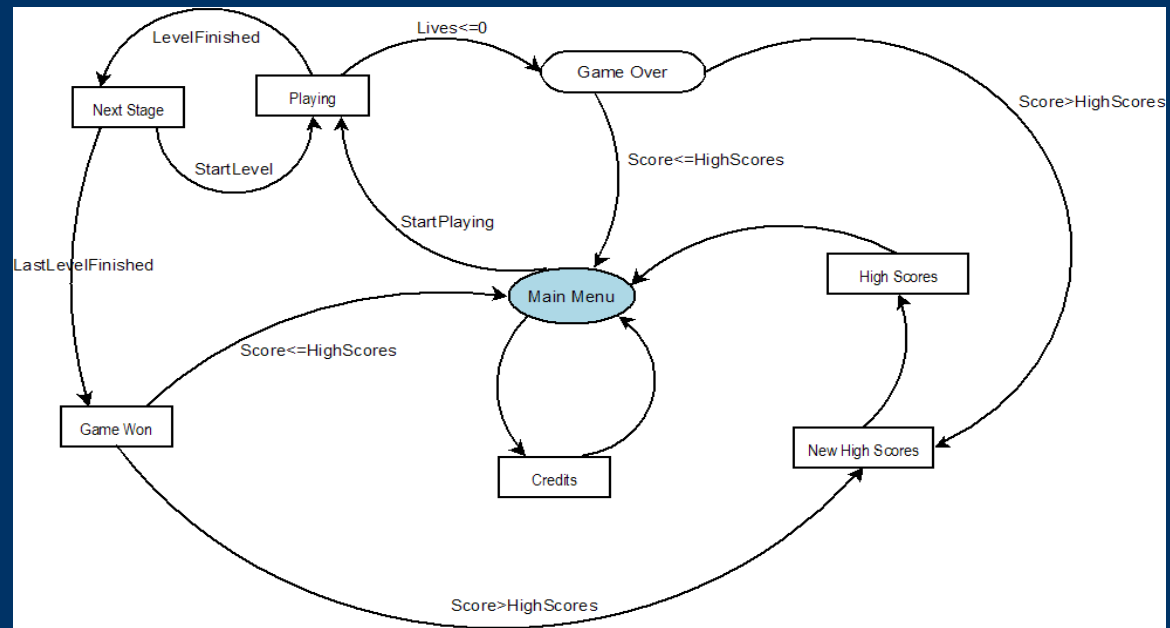
Group 17

Goals

- Develop a clone of ''Super Pang''

- Focus on modifiability

- Using XNA and Xquest

Understanding the logic of the game

- A very important step was to design the main logic of the game
- Represented by different stages and transitions:
 - Menu
  - Scores
  - Playing
  - Next stage
  - ...

Architectural solution (I)

- Classes in levels of abstraction:
  - Pang domain: implements the logic of the game.
  - Xquest: makes easy the implementation of the game.
  - Storage: implements the methods to perform input/output in configuration files, stage files, etc.
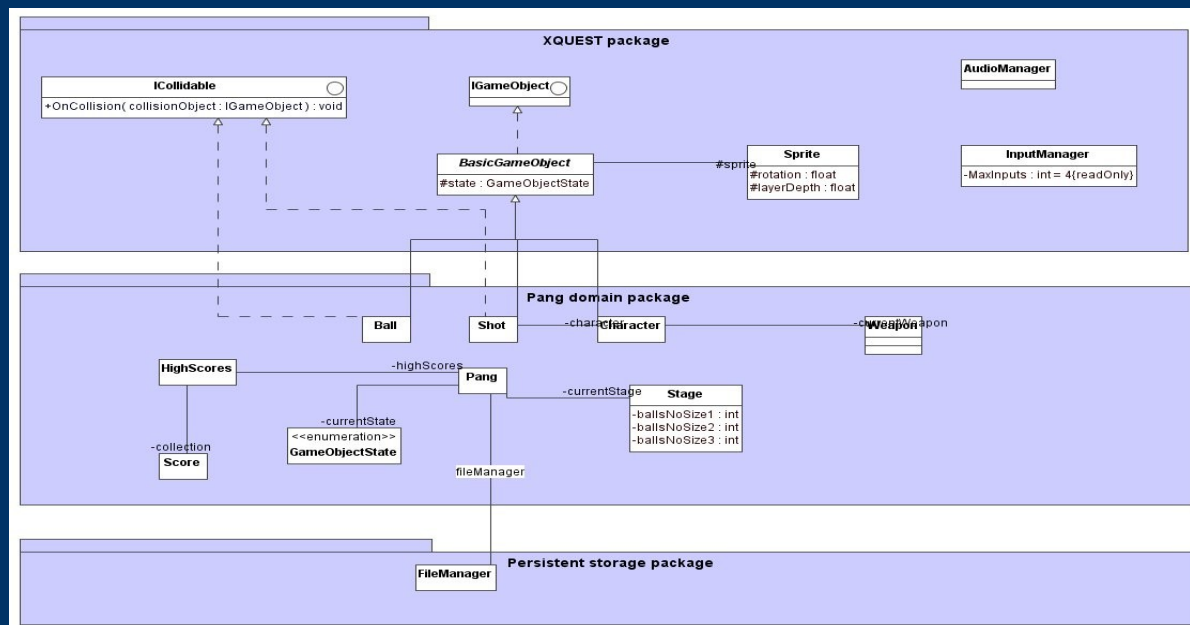
Architectural solution (II)

- Most important: Pang domain
  - Pang: states of the game, conditions for transitions, etc.
  - Ball: detects if it has been hit, if it has hit a player, etc
  - Character: how many lives, current score, etc.
  - ...
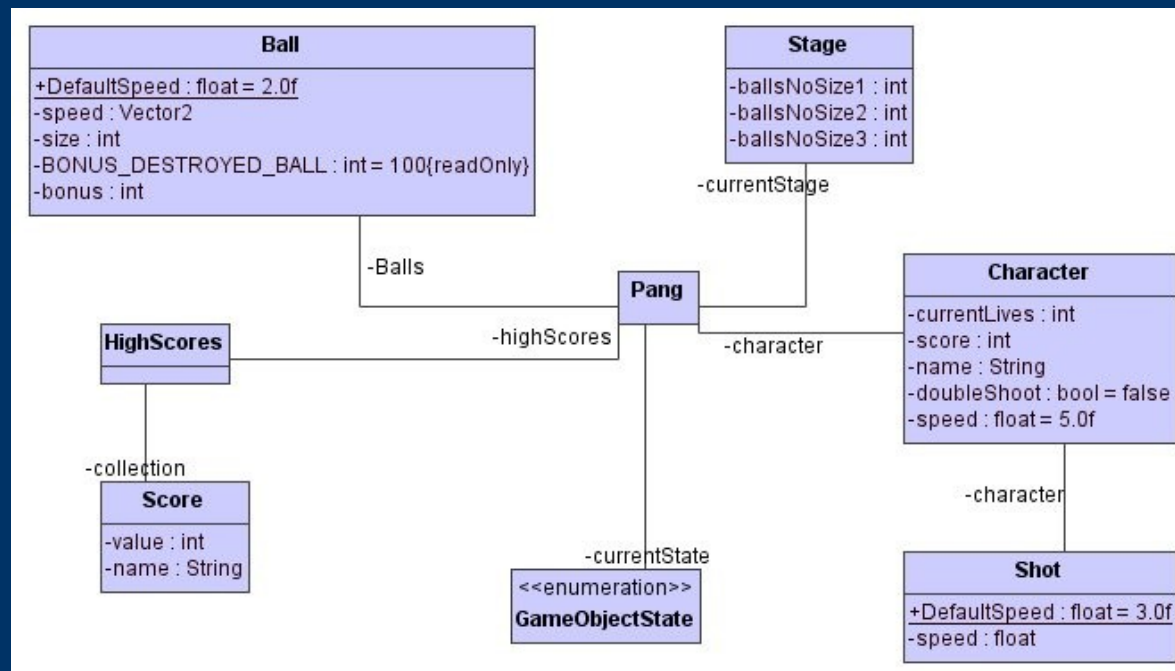
Evaluation

- Problems to design the architecture at the beginning.
- Original description not very precise.
- We were learning more about architecture during implementation, and we improved it during this phase.
- Final solution satisfies the requirements, but many features can be added.
- It is modifiable, so it would not suppose a problem to do it.