

FastInvSqrt

Super Breakout

<https://github.com/ecs160ss12019/FastInvSqrt>

Story Mapping:

<https://github.com/ecs160ss12019/FastInvSqrt/blob/master/StoryMapping.md>

CRC Cards:

https://github.com/ecs160ss12019/FastInvSqrt/blob/master/CRC_Cards.md

Acceptance Criteria:

https://github.com/ecs160ss12019/FastInvSqrt/blob/master/Acceptance_Criteria.md

The goal of this project is to create a clone of the Atari 2600 game Super Breakout, possibly with expansions on top of the already existing game. Currently, we are aiming to replicate the original game modes and tentatively adding more features such as powerups and non-monochromatic simplistic graphics.

Members

Nicola Mussi

New at Java programming but has some experience making games using various languages and tools. Very, very, very enthusiastic about this project. Usually wears blue 24/7. Will "git push -f origin master" when really lazy.

James Huang

Has a little bit of experience programming in Java. Plays lots of games on his free time and is very excited about being able to make one.

Raylen Liang

Has some experience in mobile development, but no experience in game development. I hope I can learn a lot from creating this Android game!

Mohamed Sayed

New at Java programming but has experience in web development and creating small games using other languages. Excited to develop and work on this project while taking this class!

Kamal Sadek

Experience in Java and mobile development. Master of the "anything goes" style of programming, hoping to learn about software engineering.