

README.md

Nike

Space Invaders

An android game: Space Invaders

By wikipedia, Space Invaders is a 1978 arcade game created by Tomohiro Nishikado. The objective of the game is to shoot the invaders with your laser base while avoiding their shots and their invasion. The main goal is getting a score as highest as possible by shooting down invaders. For more info, see this [quick guide](#).

A link to [Repo](#)

A link to [Story Mapping\(Acceptance test included\)](#)

A link to [CRC](#)

Team members

Format: Name, Github Username

Zhiyuan Guo, danielmonster

Henry Yi, Henry-YiW

Roberto Lozano, robertolozano

Xuanchen Zhou, PathaChow

Weili Yin, CharlesYWL

StoryMapping.md

BHAG:

You control a laserbase to defend the earth and try to score as much as possible under the screen of four base shelters by hitting invaders with missiles.

User Stories:

- As a player, I want to shoot with missiles.
- As a player, I want to move my laserbase to avoid attack from invaders' missiles.
- As a player, I want to hide behind the base shelters.
- As an artistic player, I want to have a nice and beautiful UI that displays all the objects and my score.

Missile: (Zhiyuan Guo)

LaserBase: (Henry Yi)

Invader: (Xuanchen Zhou, Henry Yi)

Base Shelter: (Roberto Lozano, Weili Yin)

UI: (Zhiyuan Guo, Roberto Lozano)

Sprint Chart

User Stories	As a player I want to move my laserbase	to avoid attack from invaders' missiles	while shooting with missiles	and hiding behind the base shelter	and have a nice and beautiful UI
Sprint 1	Move my laserbase with 3 lives	Invaders move from left to right and move down once it reaches the wall	Moveable missiles	Four Base Shelters	A black universe background
Sprint 2	LaserBase can shoot missiles, and will die if hit by invaders or resurrected if it still has lives	Invaders can shoot missiles, and increase their speed as their number reduces. Have some mystery invaders that move super fast with bonus reward.	Missile with different shapes, sound effects, and animation effects.	Base Shelters will shrink or lose pixels if hit by invaders.	UI displays scores and all the objects.
Sprint 3	LaserBase can move faster under certain circumstances, and has cool images	Invaders have cool images	Missiles with AOE and debris effect.	Base shelter has cool images.	

Acceptance test/criteria

User Stories	As a player I want to move my laserbase	to avoid attack from invaders' missiles	while shooting with missiles	and hiding behind the base shelter	and have a nice and beautiful UI
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User Stories	As a player I want to move my laserbase	to avoid attack from invaders' missiles	while shooting with missiles	and hiding behind the base shelter	and have a nice and beautiful UI
Sprint 1	User is able to see and move the laserbase left or right	User can see the movement of invaders on the screen	User can see that missile is moving up or down depending on who shoot it	User can see there are four base shelters located between invaders and laserbase	User is able to see it
Sprint 2	Missiles successfully emitted when users release their finger on the screen; Game pauses when laserbase dies and switch to next laserbase if possible	User can see the missile emitted from invaders; User can see the increasing speed of shooting; User can see mystery invader appear on the top of the screen	User notice that shapes of missiles from invaders and laserbase are different; Game now has sound effect	User can see that if base shelters are attacked, they will shrink or lose pixels at the hitting point	User now sees the scores and all the objects on the screen and is able to play the game
Sprint 3	User moves the laserbase with bonus speed under certain circumstances	User sees a cool image of invaders	When sometimes user hits an invader, there will be AOE and debris effect	User sees cool images of base shelter	

CRC.md

LaserBase

- Able to move right or left when user touches the left/right part of the screen
- Has 3 lives
- Able to shoot missile when user moves up fingers on the screen

Missile
SpaceGame

Invader

Invader

- Controls the movement and size of invaders
 - Detect the collision with missiles
 - Spawns at the top of interface
- Missile
SpaceGame

BaseShelter

- Has the size of the baseShelter as well as how many pixels it has
 - Detect the collision with missiles
 - Spawns at between invader and laserbase
- Missile
SpaceGame

Missile

- Controls the movement and size of missile
 - Emitted by invaders and laserbase with specified directions
- BaseShelter
Invader
LaserBase
SpaceGame

SpaceGame

- UI of this game
 - Shows the graphical background of the game, which is the universe
 - Contains a list of objects in the game
- BaseShelter
Invader
LaserBase
Missile