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07/02/2023

Modul 335

CsBe - API

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# Aufgabenstellung

# Standards

# Schutzbedarfsanalyse

# Organisation der Arbeitsergebnisse

# Zeitplan

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **06-Feb** | | **07-Feb** | | **08-Feb** | | **09-Feb** | | **10-Feb** | | **11-Feb** | | **12-Feb** | |
|  | SOLL | IST | SOLL | IST | SOLL | IST | SOLL | IST | SOLL | IST | SOLL | IST | SOLL | IST |
| **Planen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Docum-entation  Schreiben** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Scene erstellen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **C# Classes erstellen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Testing** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **GUI  erstellen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **zusatz funktionen** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

# Testkonzept

# Testfälle

# Anwendung der Fachsprache

# Deployment

Android only exclusive

# Software-Ergonomie

# Design

General Design

The Pong game will only be produced for Mobile so that I

The Mobile app will be vertical only as it this will limit the chance of problems occurring from rotation and also having Pong being top down would not work as well on a landscape screen as the distance between the players will be limited compared to the height of a vertical screen.

Basic design and when not using really basic stuff I will be getting it from the Unity Asset Market. This is because they will provide high quality assets for free. Unity Market assets for the walls and Player this is cause I am not skilled at design.

Diagram

Description automatically generated

## Scene

### Camera

### Menu

### Game Over

### Border

## 

## Player

if (Input.GetKey(KeyCode.A)){

transform.Translate(Vector3.left \* Time.deltaTime \* 10);

        }



### Controls

The user is given the ability to move left and right. This is done using (example right) to make the player go left and is then changed to go right by swapping “left” with “right” and (KeyCode.A) to (KeyCode.D). this is all done in the Update() Function so that every frame (60 times every second) the check to see if the User is pressing that key will be checked.

### Collision

if (collision.gameObject.tag == "ball")

        {

            rigidbody.AddForce(new Vector2(0, 1000));

        }



## Ball

### Direction

### Collision

## Enemy

### Collision

# 

# Benutzerfreundlichkeit

I used the Classic Menu and Game Design so that the user is familiar with my game if they have played any games before hand. Such as in the menu “Play Game” Followed underneath by “Exit”. Within the Game Score will be kept in the the corner with a label and a upto date score of the user. If they haven’t it will still be clear to understand.

# Arbeitsjournal

# Reflexionsfähikeit

# Grafiken, Bilder, Diagramme und Tabellen

# Durchführung und Auswertung der Tests

# Storyboard