Project title (include tutorial number?)

Your name

# Specification

*Background parallax layers scroll in from the right, the mountain scene.*

*Player ship can move around using the arrow keys but remains on screen.*

*Asteroids randomly spawn in off screen to the right, without overlapping and then fly straight across.*

*Keep a copy in your GiT repository, add a screen grab of your commit log to your design doc.*

# Technical design

Diagram

Description automatically generated

# Test plan

*Ship textures working*

*Asteroid textures working*

*All movement currently working*

*Asteroids are random sizes*

*Background not parallax*

# GiT commit log

*All work should be kept on GiT, bitbucket and github are free to use. Make sure the repository is marked private or people will google the code and find it. A screen shot of the git commit log will suffice, it needs to show who did what and when. At level 4 it will take a while to learn to use GiT, but we will eventually.*

# Schedule

*Apply some common sense, if it’s a simple tutorial item, if it’s small, then a basic bullet point list is fine. So, tutorial assessment, Joe wants to get it finished for the week after next session. Sets aside 4hrs: 0.25hr spec, 0.5hr design, 3hr implement, 0.25min test, 1hr slack. See how long it really takes, next time adjust accordingly.*

|  |  |  |
| --- | --- | --- |
| ***Task*** | ***Estimated Hrs*** | ***Actual Hrs*** |
| *Spec* | *1* | *2* |
| *Design* | *1* | *2* |
| *Implement* | *4* | *8 and counting* |
| *Debug and test* | *0.5* | *4* |
| *Slack* | *0* | *0* |
| ***total*** | ***6.5*** | ***16+*** |