Game Project Documentation

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| Core Concept |
| The goal is to traverse the asteroid belt and arrive at the burger shop for each level. Reach level 10 to escape the asteroid belt.  Movement: WASD Keys, Arrow Keys  Weapon: Space Key |

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| Main Features |
| The game is called Sagittarius Vanity Yard. The player had just returned from a distance mission in deep space. The cruise ship had reached the outer most barrier of the Solar System. The player has a sizable appetite. They must consume food for each level.  Arrived at the burger store: +100 points  Destroy an asteroid: +25 points  Crashed into an asteroid: -50 points  The ship is destroyed if the player’s points is lower than 0 |

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| Change Logs |
| 1.0.2 – Oct 14, 2022  Added:  MainPage class   * Start screen exit button. * Player name input text box. * Default player name called “Mercenary”. * New proceed button. * Player name and high score onto the scoreboard. |

* Bullets for ship to clear asteroids.
* Ability for the player to save game results to a text file.
* Replay pop-up.
* Replay ability.
* Goodbye pop-up.

GamePiece class

* IEquatable interface.
* Ship movement toward per space key pressed.
* Fly method.
* Equal method.

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| Class Diagram |
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| Bugs and other problems |
| * The first asteroid failed to disappear after the first destruction. * The rectangle collision area for all objects is larger than their icon sizes. |