

# Super Smashteroids

## Meeting Presentation

### Team 3

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Through research, we have decided the best model for our project Super Smashteroids would be the Model-View-Controller (MVC). The MVC is a proven model and is perfectly set up for our project. MVC consists of three subsystems: Controller, Model, and View. This design implementation clearly separates the majority of game logic from the graphical view and user input. The Model subsystem will perform actions such as maintaining attributes (velocity, position, etc.) and generating objects. This data is then picked up by the View subsystem to render the graphical view. The Controller subsystem listens to the keyboard input from the user and call for appropriate response from the Model. We believe that this design will bring good versatility in both game logic and visualization because we could add and remove objects without altering a large portion of the system.

