1. Introduce ourselves at the start of video (around 30 seconds)
2. Short demonstration of game, pointing out features (30 seconds to a minute)
3. Describe general design decisions: (around 2 minutes)
   1. Use of PVectors
   2. Use of arrays
4. Walk through key implementations: (5-10 minutes)
   1. Draw loop
      1. Start screen, game over screen, pause, ship respawn
      2. Main game loop
   2. Key inputs
   3. Ship functions
   4. Shot functions
   5. Asteroid functions
   6. Event functions (ufo)

Introductions

Hi my name is James

My name is Josh

And my name is Linda

Linda: This is our video submission for COSC101 Assignment 3 – Asteroids game

I feel like in this part we can just all be talking over the top as we know that someone is demonstrating the game even though we can’t see it as person demonstrating can say the below prompts and we will just have a conversation from there:

First, we will show you a short demonstration of the game and point out a few key features.

Prompts:

- Full screen game to be optimal for various monitor sizes and resolutions etc

- Start menu

- Playthrough game – quick tutorial on how to play (W,S,A,D, space to shoot, P to pause).

- Mention the way that asteroids and shots exit and re-enter the screen.

- The asteroids get faster as they are shot

- The Score increments as they get hit

- Losing a life if you get hit and the blue shield to represent respawn timer and that you re-centre on screen.

- The UFO event appearing on screen

-Pause screen

- Game over screen

Discussion around PVectors and Arrays as a group

walkthrough of our key implementations including the draw loop, key inputs, ship, shot, asteroid and event functions. Challenges and reflections (individual recordings).