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## Preliminary Implementation Document

### Assignment Table

Name	Modules	Due Date	Actual Completed Date
Saining	<ul style="list-style-type: none"><li>• Network Client</li><li>• WebSockets Server</li></ul>	<ul style="list-style-type: none"><li>• March 12</li><li>• March 12</li></ul>	NA
Huy	<ul style="list-style-type: none"><li>• AI</li><li>• 3D Ship Models</li><li>• Texturing</li></ul>	<ul style="list-style-type: none"><li>• April 15</li><li>• March 15</li><li>• March 20</li></ul>	NA
Brandon	<ul style="list-style-type: none"><li>• HTML page</li><li>• UI</li><li>• GameEngine</li><li>• Resources Management</li><li>• Collision Detection</li><li>• Jump Map</li><li>• Database</li></ul>	<ul style="list-style-type: none"><li>• March 17</li><li>• March 17</li><li>• April 15</li><li>• March 24</li><li>• March 10</li><li>• March 10</li><li>• March 12</li></ul>	NA
Chris	<ul style="list-style-type: none"><li>• GraphicsEngine</li><li>• Explosions</li><li>• Minimap</li></ul>	<ul style="list-style-type: none"><li>• March 15</li><li>• March 15</li><li>• April 15</li></ul>	NA

## Activities

Event	Description	Programmer	Due Date	Completed
HTML Page Outline	Visual framework of the game	Brandon	January 7	January 5
Three.js Training	Learning and experimenting with the Three.js libraries	Chris	January 15	N/A
Player Ship Animation	Player's ship moving around in space	Chris	January 20	February 1
Laser Firing	Laser bolt appearing and flying forward	Chris	January 25	February 1
Graphics Scene Loader	Loading game data into Three.js objects for rendering	Chris	February 5	February 10
AI Ship Orientation / Animations	Orientation of AI ships flying within space	Chris	February 10	February 16
Blender Training	Learning how to make 3D models and texture them	Huy	February 16	February 14
Three.js, javascript training	Learning and familiarizing with threejs and javascript	Huy	February 25	
Collision Detection	Ability for objects to register collisions	Brandon	March 10	
Jump Map	Completion of map enabling jumping to other planets	Brandon	March 10	
Network Client	Chat client, send/receive messages	Saining	March 12	

WebSockets Server	Send/recieve messages using WebSockets	Saining	March 12	
Database	Program enabling reading and writing to SQL database	Brandon	March 12	
Acceptance Demo	Demonstration of basic game functionality	All	March 12	
3D Ship Models	A couple of models/textures for ships and other space objects	Huy	March 15	
GraphicsEngine	Completion of functions used by other modules for rendering	Chris	March 15	
Explosions	Variety of explosions depending on the object being destroyed	Chris	March 15	
HTML page	Final visual polishing, styling	Brandon	March 17	
UI	Completion of keystroke and mouse click handling functions	Brandon	March 17	
Resource Management	Processing resource values and actions, including mining, repairs, etc.	Brandon	March 14	
AI	Computer-controlled ships are able to pursue and fire at the player	Huy	April 15	
GameEngine	Final touches, including win state and lose state	Chris	April 15	
Minimap	Work game minimap	Chris	April 15	
Final Demo	Client hands-on demonstration	Client	Week of April 2	