Asteroids: a 2d game that let you shoot asteroids and other objects while piloting your spaceship in the space

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1 PROJECT FUNCTIONALITIES

1.1 Initialize

Initialize the states of the game

1.2 Render

Responsible for rendering the changes happen in the game

1.3 Fire

Make the player able to shoot projectile with appropriate physics

1.4 Projectile Collision

Handle whenever projectile hit an object

1.5 Player Collision

Handle whenever the player collides with obstacle

1.6 Move Obstacle

Move obstacles with the appropriate inertia

1.7 Move Player

Move Player with the appropriate inertia

1.8   Move Projectile

Move Projectile with the appropriate inertia

1.9   Thrust

key-event that control speed for player space-ship

1.10   Change Direction

key-event that let you change the direction where your spaceship is looking

1.11   Add Obstacle

add new obstacles to make game harder overtime

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2   Project Backlog

2.1   DEVELOPMENT

DEVELOPMENT				
NAME/WEEK	Week 9	Week 10	Week 11	Week12
Kareem	Initialize	Fire	Thrust	Thrust
Belal	Render	Add Obstacle	Move Obstacle	Move Obstacle
Hazem	Projectile Collision	Projectile collision	Move Player	Change Direction
Khaled	Player Collision	Player Collision	Move Projectile	Move Projectile

2.2 TESTING

TESTING				
NAME/WEEK	Week 10	Week 11	Week12	Week 13
Kareem	Initialize	Fire	Thrust	Thrust
Belal	Render	Add Obstacle	Move Obstacle	Move Obstacle
Hazem	Projectile Collision	Projectile collision	Move Player	Change Direction
Khaled	Player Collision	Player Collision	Move Projectile	Move Projectile