

Space War: Progress Report

Assignment 3 Phase 1

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Progress Report

The development of phase 1 is completed and the only test passed successfully: the ship can throttle for 2 seconds, rotate 180 degrees and throttle again for another 2 seconds and it almost stops. The stop is not complete because of human error making it impossible to throttle twice for the exact amount of time and to perform an exact 180 degrees rotation.

There was no special issues while developing phase 1, the physics for now is very basic, the missile creation worked on the first try and I managed to display the velocity variables to help debugging for later phases.

I also set up a maximum velocity to make the ship easier to control and keep the game playable. I also made the ship wrap around the screen for gameplay purposes.