

# Space War: Progress Report

## Assignment 3 Phase 3

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March 2, 2019

## Progress Report

The development of phase 3 is completed and the game successfully passed the tests. The menu has been implemented, a screen displays the commands for both players. The scoring system works so that a player is rewarded by not hitting the sun and by destroying the enemy. The menu also stops the game so the ships and missiles are at the same position when the player exits the menu. A timer has been implemented and a score screen is shown at the end.

The questionnaire has been designed to get a better knowledge of the strengths and weaknesses of that game. It has been submitted to 3 frenemies who gave useful feedback.