Project Documentation – Total Eclipse of the Heart

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Welcome to “The REKTangle”!

**Front End Documentation**

**Back End Documentation**

Class Structure

// !!! Add to later and make pretty

GamePanel

* Updates and Draws Objects
* Controls Game
  + Sound Effects
  + Enemy Spawning
    - Based on Game Time and Player Score
  + Score
    - Based on how long player stays alive
  + Collision Detection
* Starts Game Loop
* Receives Touch Input

MainThread

* Controls clock and framerate
* Prints average FPS to console

Player

* Handles player motion and animation

Enemy

* Enemy motion and animation
* Spawn variations are derived classes

**Resources Used**

*paymon wang-lotfi – YouTube Channel Videos*

<https://www.youtube.com/channel/UCKkABMS8IVJlu0G4ipPyZaA>

This basic 2D game creation tutorial. We built his game first to learn, then adapted his class structure for our own game.

*Udacity – Developing Android Apps*

This online course offered directly from Google served as an introduction to Android Studio.