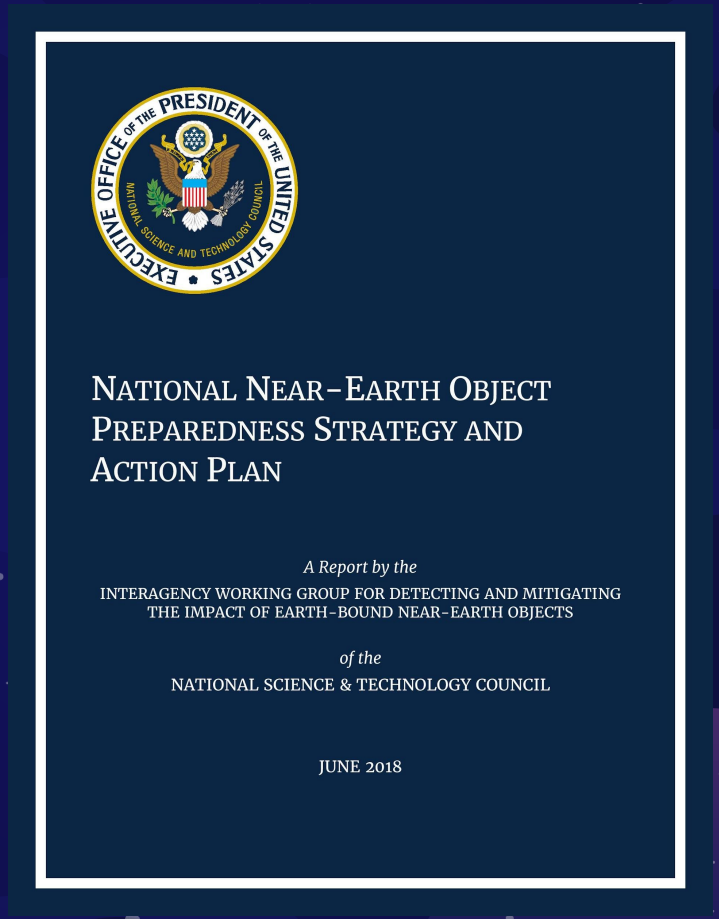
NNEOPSAAP!

Programming fundamentals 1 project

THE REPORT ITSELF

JUNE '18

National Science & Technology Council



NATIONAL NEAR-EARTH OBJECT PREPAREDNESS STRATEGY AND ACTION PLAN

A Report by the

INTERAGENCY WORKING GROUP FOR DETECTING AND MITIGATING THE IMPACT OF EARTH-BOUND NEAR-EARTH OBJECTS

of the

NATIONAL SCIENCE & TECHNOLOGY COUNCIL

JUNE 2018

"Implementing the National Near-Earth Object Preparedness Strategy and Action Plan will greatly increase our nation's readiness and work with international partners to respond effectively, should a new potential asteroid impact be detected”

-Lindley Johnson, NASA's Planetary Defence Officer said in a statement.

our team

MAK FAZLIC

DANIELA GJORGJIEVA

ALBERT CERFEDA

NTWALI MUHIZI

ORGANIZATION

“For every minute spent in organising an hour is earned” - Benjamin Franklin

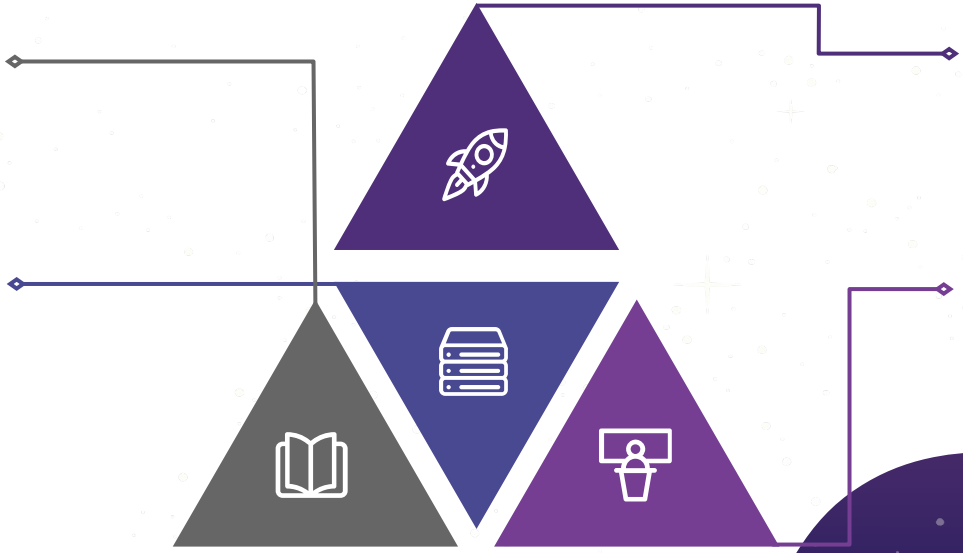
STRUCTURE

DOCUMENTATION

Documenting the project was fairly easy as we noted down our development. It was around **10%** of the engagement

LEADERBOARD

Leaderboard software was one of the more important parts of the presentation as well acounting for **35%** of our engagement.



GAME

Creating the game was the most substantial part of the project and accounted for around **50%** of our engagement

PRESENTATION

Presentation was the final milestone and condtributed to the last **5%** of our engagement.

DISTRIBUTION OF LABOUR

	MAK FAZLIC	DANIELA GJORGJIEVA	ALBERT CERFEDA	NTWALI MUHIZI
MAIN MENU				
GAME LOGIC				
LEADERBOARD				
DOCUMENTATION & PRESENTATION				

Designed Double-checked Suggest ideas

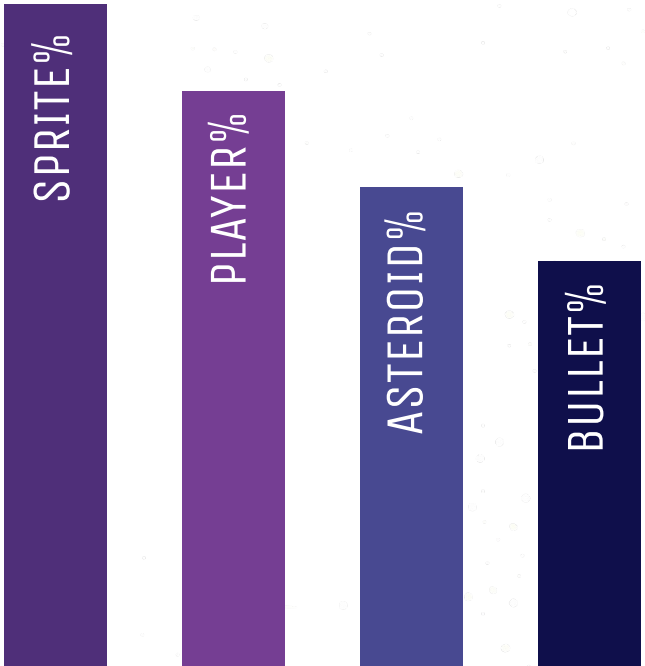
GAME

#DEMO

Bugs during Testing:

Bugs five minutes before demo:

CLASS STRUCTURE!

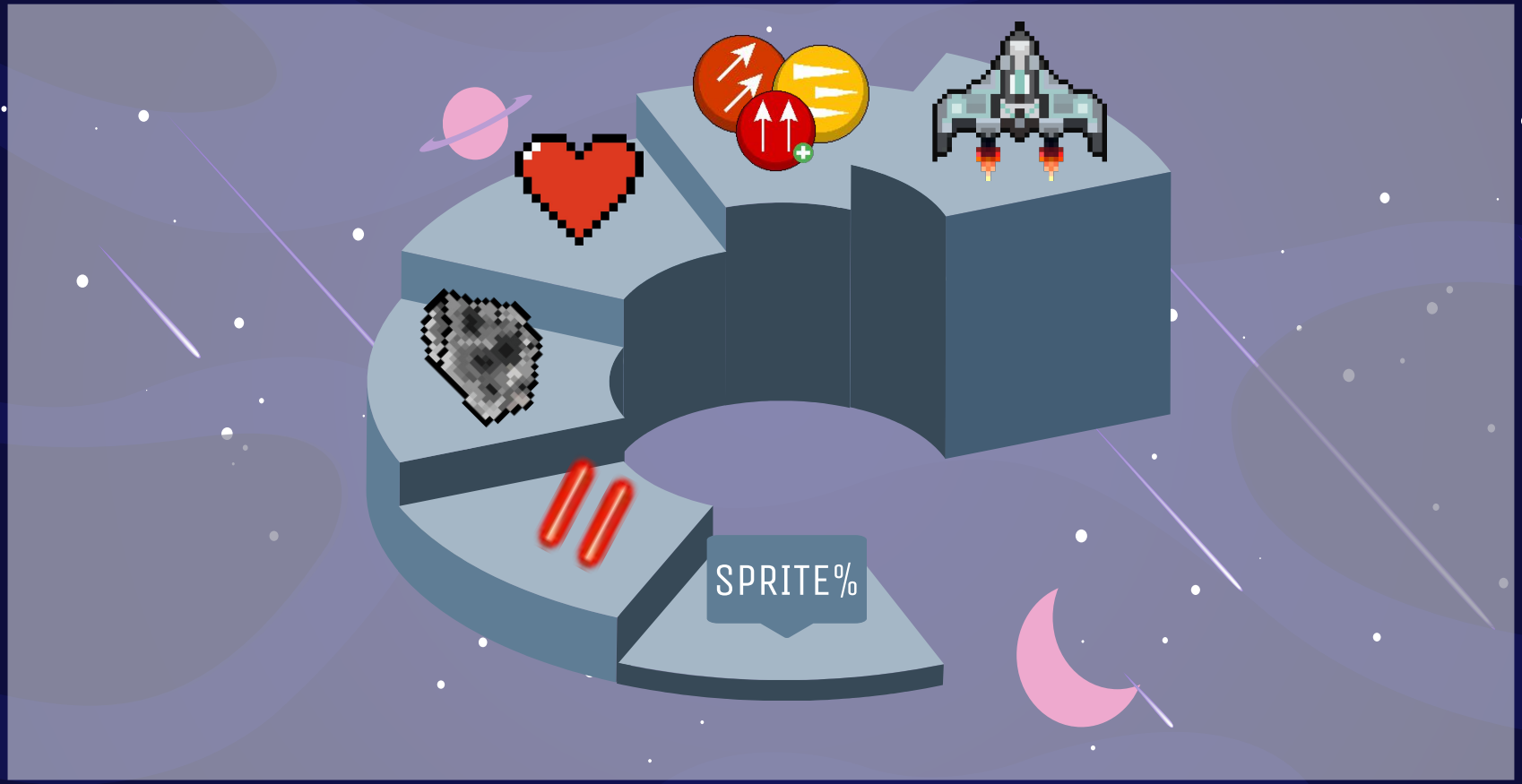


SPRITE%
A superclass that contains basic properties of every element displayed

PLAYER%
Identifies a player and implements features like shooting, healing and scoring.

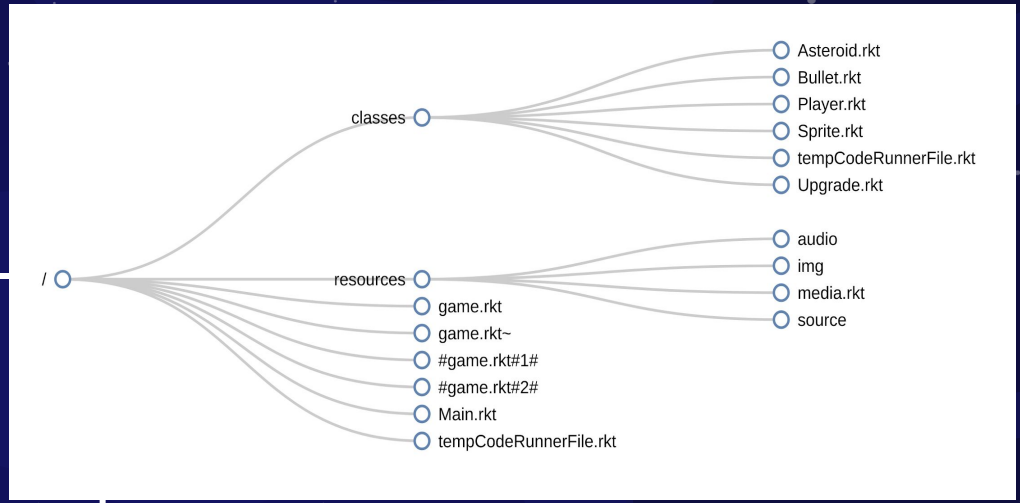
ASTEROID%
Identifies a falling asteroid that causes damage to the player and disappears on bullet collision.

BULLET%
Gets exerted by the player and produces a scoring effect on asteroid collision.


SPRITE%

CLASSES AND FILES "IMPROVEMENTS"

To make the code more efficient and maintainable we implemented classes and subdivided the code into several units.



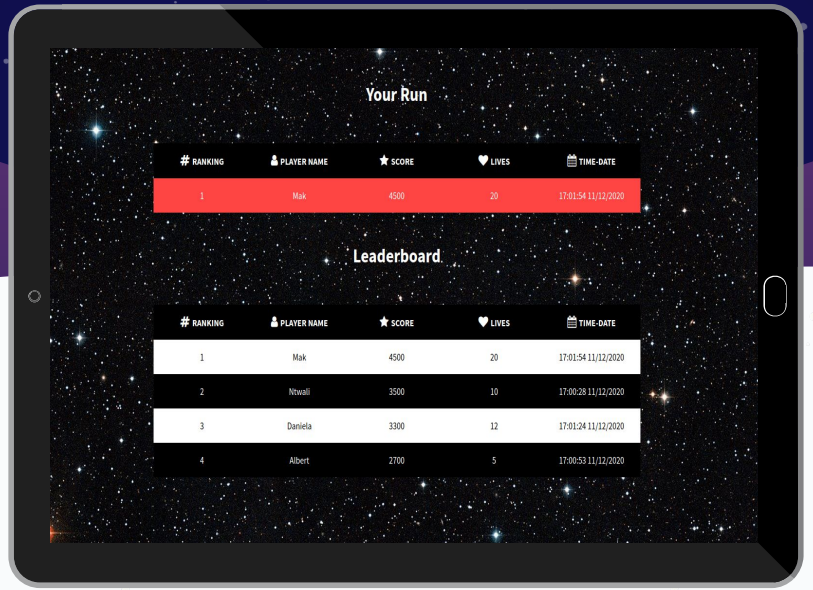

~2500 TO 1,698
Decrease in lines of racket code due to optimisation

LEADERBOARD

Desktop

RACKET COMPILER

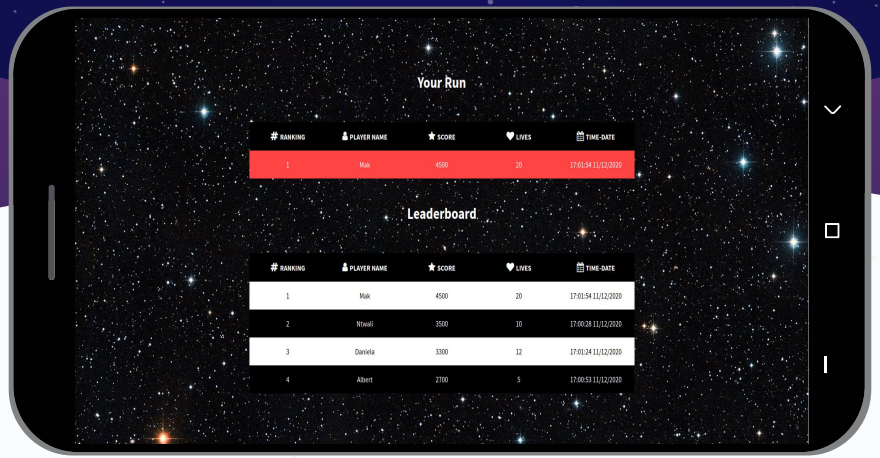
Once a user executes the game on his local desktop computer and completes the gaming experience he will be greeted with a leaderboard.



TABLET

WEB APPLICATION

The leaderboard has fields such as ranking, name, score, lives and the time and date of the game completion.



MOBILE
WEB APPLICATION

The leaderboard has fields such as ranking, name, score, lives and the time and date of the game completion.

IMPROVEMENTS

CROSS COMPATIBILITY

PATCHING THE BUGS

USER EXPERIENCE

THANKS!