How you implemented the various features:

- PVectors to represent the location and velocity of the ship, alien, alien laser, and explosions

- ArrayLists of PVectors to represent location and velocity of the ship laser bolts

- Floats, Integers, Booleans, and Arrays to represent game variables and parameters

- ArrayLists of PVectors, Booleans, Floats and Integer's to represent asteroid variables

- Initialise functions to initialise variables for the start of the game, new ship lives, and new levels

- Draw functions to draw elements of the game composition to the display for each frame of the game

- Move functions to animation movement of the ship, asteroids, laser bolts, and the alien

- Collision detection functions with rectangular and circular collision detection to detect collisions between the ship, asteroids, laser bolts, and the alien

- Wait functions to spawn new elements of the game composition during play, such as the ship, the alien, and alien laser bolts

- Explode functions to start explosion animations for the ship, asteroids, and the alien

- Keys functions to detect and process key press and key release events so the user control of the game is responsive and fluid

- Kazam to record video screen shots, and Shotcut to compose the overview video

Design decisions that lead to your implementation:

- Based the design of the procedural implementation of the video game on childhood memories of playing asteroids on the Atari 2600

- Chose values for game parameters that would make the game fun to play, and to make it more difficult to play as game play proceeds and level up occurs

Outline which parts of the project were contributed by each team member:

Matthew Watts:
- designed the procedural implementation of the video game
- wrote the procedural implementation
- tested and debugged the procedural implementation
- wrote the documentation
- created the git repository
- facilitated the overview video
- created components of the overview video

Christopher Davidson:
- designed the object oriented implementation of the video game
- wrote the object oriented implementation

- tested and debugged the object oriented implementation
- created components of the overview video

Marcus Girard
- helped to write the level counter and lives counter in the procedural implementation of the video game
- helped to test the procedural implementation
- created the activity diagram