Project Spaceshooter

6-7-17

Project Statement

We have decided to code a spaceshooter game. We decided this because it would be a good opportunity to apply what we have learned this year and put it into a game.

Project Overview

The duration of this project will be from May 22 - June 8. The stakeholders are Nathan, Mr. Parker and Ethan, since we all have interest in the final product of the project. The approvals needed are Mr. Parker’s approval for the project to go through, and that has been given already. Constraints we have include the end of the duration, because we cannot work on the project after June 8, since Ethan will be graduating. Major risks include learning the format, since we have not coded a space game before, and not finishing the product before the end date, due to issues discussed above.

Scope Statement

This game will have a main menu with three buttons, a quit button, a how to play button, and a play button. The quit button will exit the game, the how to play button will popup a window that explains the controls, and the play button will change the screen to the play screen. Regarding the gameplay, there will be one ship that the player controls, and it will face hordes of enemy ships. It will move with the arrow keys, and shoot with spacebar. There will be a score tracker that increases when the player destroys a ship. The player will have a certain amount of live, and the game will be over when the player loses all lives. On that screen, there will be a button to go back to the main menu.

Stakeholders

The stakeholders are Ethan, Nathan, and Mr. Parker. Ethan and Nathan are the ones coding up the game, so they will communicate accordingly as they develop the game. Mr. Parker is the client, so he will discuss what he wants and what is needed in the game. Additionally, he will request the final product to be included with some documents detailing the development of the game, all of which will be included.

Timeline

This will be shown in the Excel document named Work Breakdown.

Budget Estimates

The costs will be in time for each task. None of the costs in the Work Breakdown Excel document are final, they are all estimated. The people used to develop this project are Nathan and Ethan. The resources used are Netbeans IDE, Mr. Parker, and computers.

Risks and Contingency Plans

The main potential risk is not getting the project done on time. If the project does not look on its way to completion as the end date approaches, features will be taken out to accommodate the timeline. There are no known risks.