Table 1: Revision History

Date	Developer(s)	Change
Sept 20	Jason Nagy	Added basics
Date2	Name(s)	Description of changes
...	...	...

SE 3XA3: Problem Statement
Staroids

Team 20, Staroids
Moziah San Vicente, 400091284, sanvicem
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Friday, September 2018

Vision: Planning, designing and implementing a large piece of software is an expensive and daunting task. However, for games there is less of a focus on the documentation because the software is not meant to be altered by the user, but that doesn't mean that other programmers will not try to edit and revise the game to make it better or their own versions. This is true in Doug McInnes' HTML5-Asteroids program, a version of the arcade game Asteroids was developed for a user to enjoy. However, when looking at the code, it is a convoluted mess of functions and statements making it very difficult for a programmer to understand and work on if they desired to make edits. If the game were designed more in accordance to software desgin principles, the game would be better to both the user and other developers.

Issue Statement: While functional, HTML5-Asteroids lacks the process structure and documentation of a large software project. This makes edits, revisons, and additions to the code more difficult as well as making the code less readable for other programmers. The game also does not follow the software engineering principles of modularity or information hiding.

Method: By using the proper software design principles and process, the Asteroids game can be recreated with the future in mind. It will allow for the game to be expanded upon and more easily comprehended by any programmer that wishes to work on it or understand how the game was developed.