

AstroExplorer Part 6: Final Report

Team:

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Title: AstroExplorer: Voyage Home

1.

Features Implemented

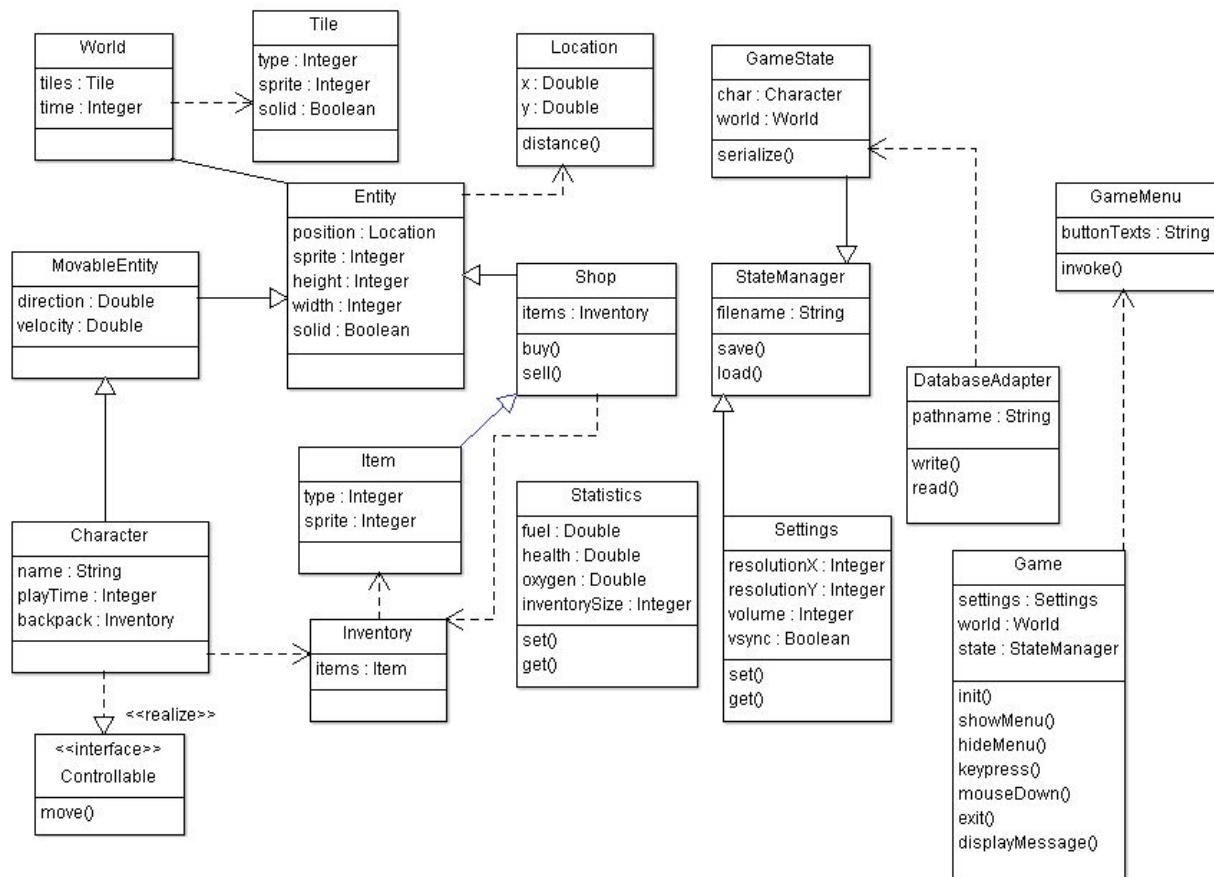
ID	Title
UC-02	Move with Jetpack
UC-03	Monitor Statistics
UC-04	Access Menu
UC-05	Start New Game
UC-06	Load Game
UC-08	Exit Game
UC-10	Craft Fuel
UC-11	Repair Ship
UC-12	Save Game

2.

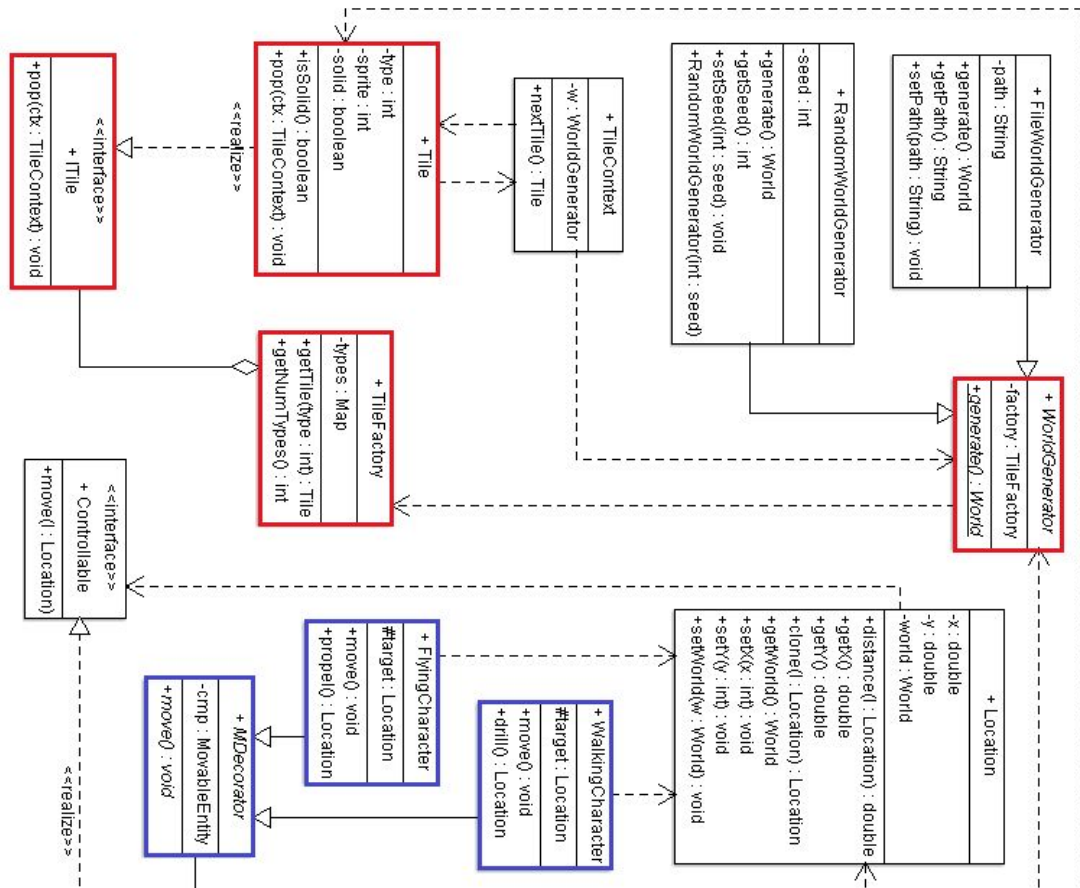
Features Not Implemented

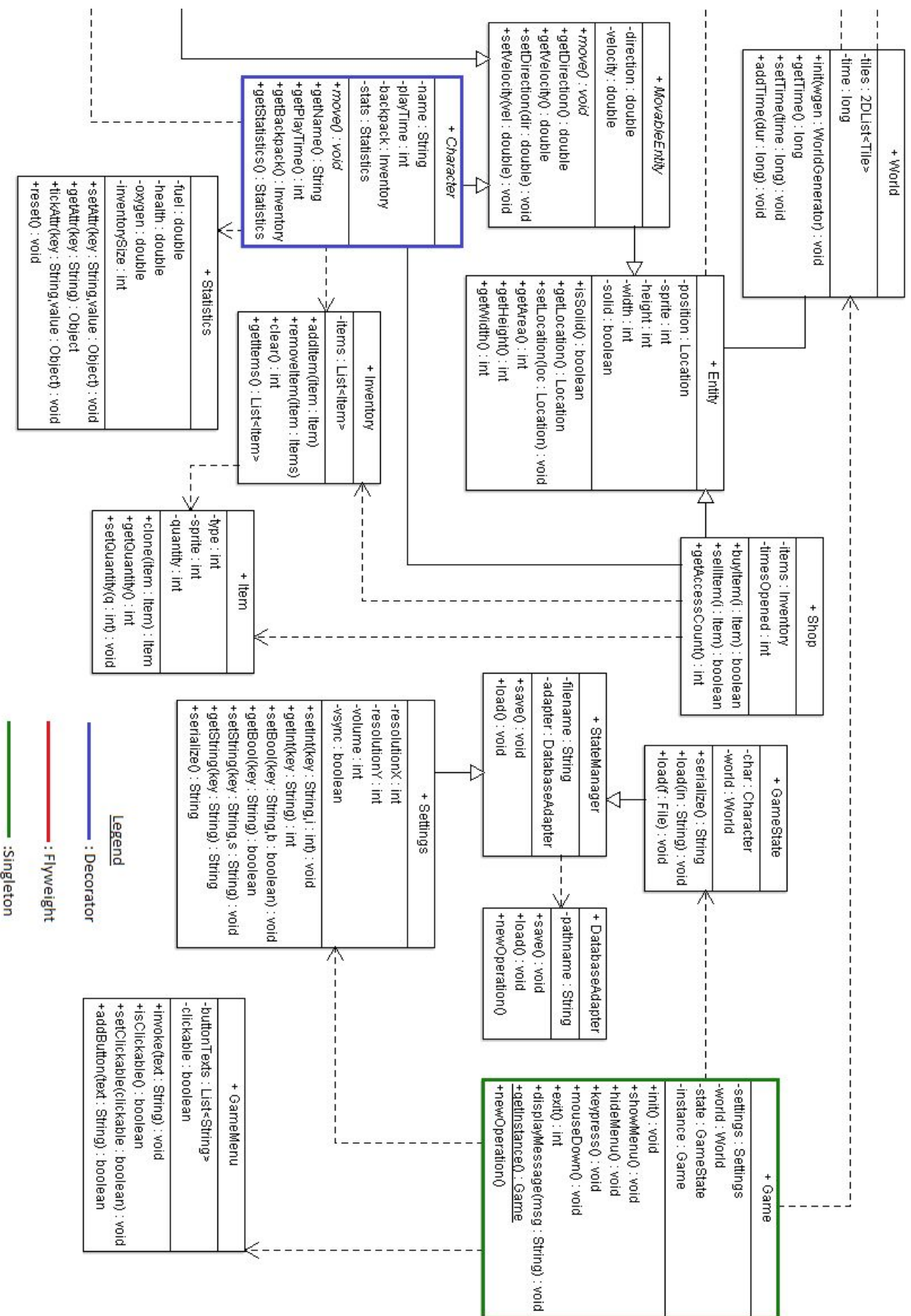
ID	Title
UC-01	Mine for Resources
UC-07	Change Settings
UC-09	Item upgrades

Part 2 Class Diagram:



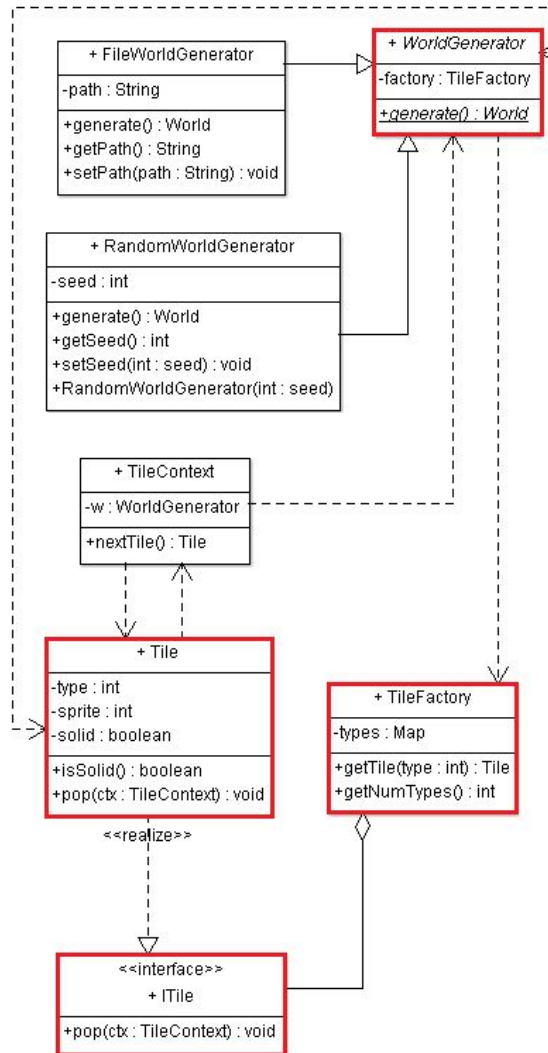
Part 3 Diagram:



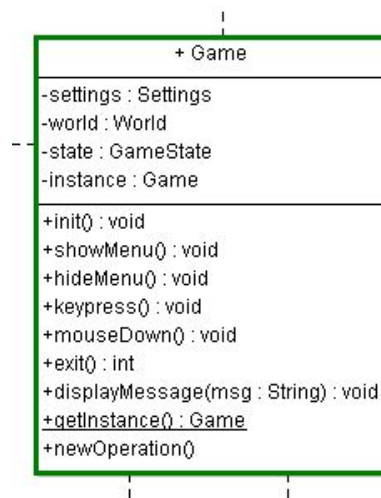


4. Yes, we implemented Flyweight and Singleton in our final prototype. We originally had Decorator, but we took it out later as it didn't really suit our needs for the final product.

Flyweight (Outlined in Red)



Singleton



5. We learned that the design process for Object Oriented Design requires a lot of forethought and preparation. There were many perspectives we did not take into account at the beginning that influenced the rest of the project. Group communication during planning is extremely important, and constant collaboration about the project proved to be very helpful near the end.