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1. Requirementsanaylse 2

# Requirementsanaylse

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Anforderungen | Datum | Geschätzte Zeit | Zuständig | Erledigt |
| Zentraler Stern ( Sonne) |  |  |  |  |
| 2 Planeten |  |  |  |  |
| Planettextur |  |  |  |  |
| Planet um eigene Achse |  |  |  |  |
| Elliptische Bahn um Zentralstern |  |  |  |  |
| Weitere Planeten |  |  |  |  |
| Textur Asteroiden |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Events | Datum | Geschätzte Zeit | Zuständig | Erledigt |
| Kamerposition anpassen |  |  |  |  |
| Start/Stop der Animation |  |  |  |  |
| Textierung Ein/Aus |  |  |  |  |
| Schatten von Planeten |  |  |  |  |

Pygame

(<http://www.pygame.org/>) is a set of Python modules designed for writing games. It is written on top of the excellent SDL library. This allows you to create fully featured games and multimedia programs in the python language. It is the most popular, and portable game library for python, with over 1000 free and open source projects that use pygame to look at.

Pyglet

(<http://www.pyglet.org/>) pyglet is a cross-platform windowing and multimedia library for Python. pyglet provides an object-oriented programming interface for developing games and other visually-rich applications for Windows, Mac OS X and Linux using for rendering OpenGL. Some of the features of pyglet are:

For most application and game requirements, pyglet needs nothing else besides Python, simplifying distribution and installation. Requires ctypes, and Opengl. Uses PIL, and AVBin for most format loading. Take advantage of multiple windows and multi-monitor desktops. pyglet allows you to use as many windows as you need, and is fully aware of multi-monitor setups for use with fullscreen games. Load images, sound, music and video in almost any format. pyglet can optionally use AVbin to play back audio formats such as MP3, OGG/Vorbis and WMA, and video formats such as DivX, MPEG-2, H.264, WMV and Xvid.

Zentraler Stern(Elternklasse)

* Koordinaten(x,y)
* Textur, Farbe
* Schatten
* Größe

Planeten(Kind)

* Koordinaten(x,y)
* Textur, Farbe
* Schatten
* Größe
* Laufbahn
* Geschwindigkeit

Mond(Kind-Kind)

* Planet
* Koordinaten(x,y)
* Textur, Farbe
* Schatten
* Größe
* Laufbahn
* Geschwindigkeit