Jun's Space Odyssey – Iterative Enhancement Plan

Person 1 – Joel

1. Make the ship appear on screen.
2. Make move up and down function in ship class.
3. Add controls in controller class for the ship.
4. Make an expression return as true if ship has exploded.
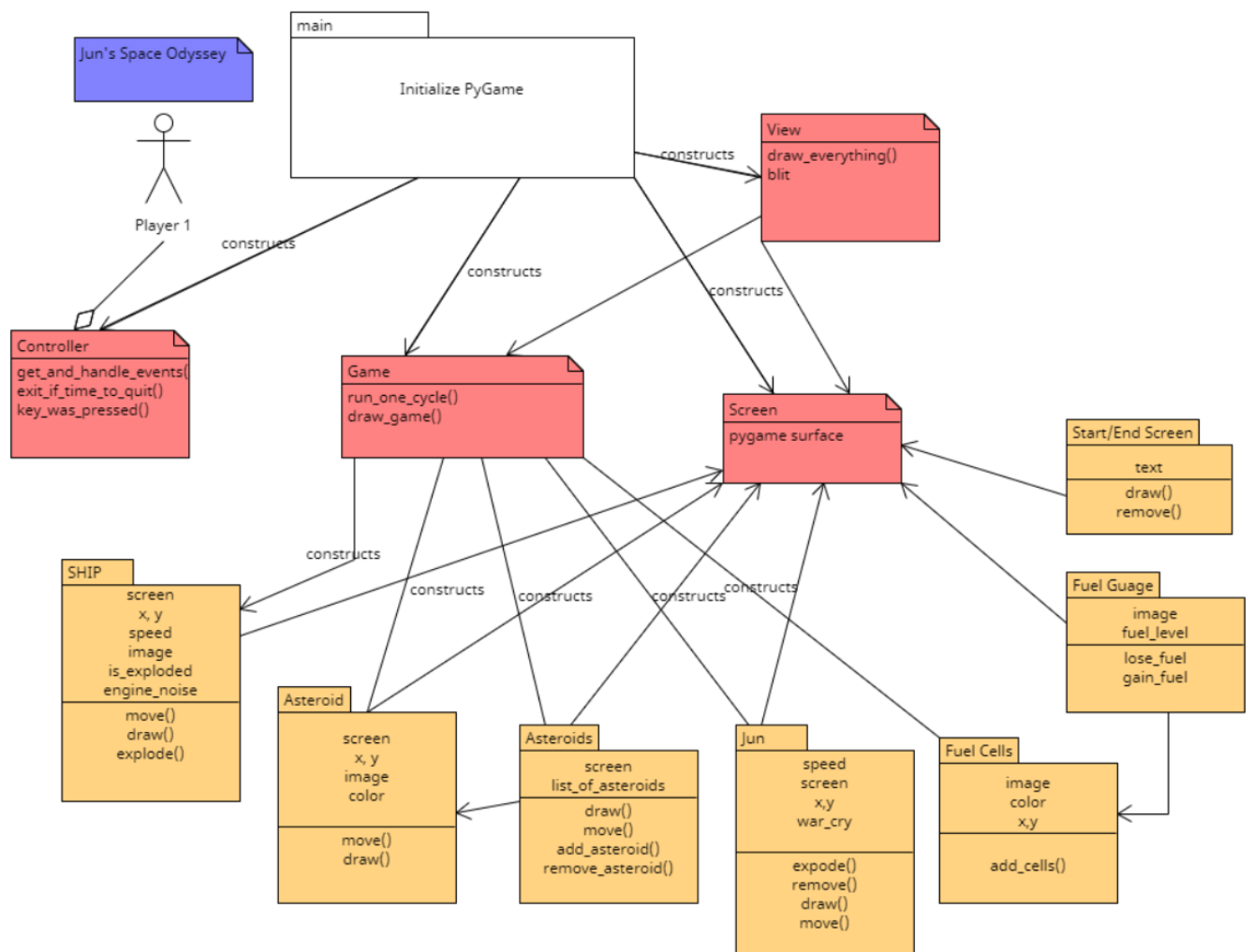5. Include audio for ship.

Person 2 – Colin

1. Make asteroid appear in random position on screen.
2. Make asteroid move right to left.
3. Make list of asteroids in asteroids class.
4. Remove asteroid when off screen.
5. Create Jun class.

Person 3 – Jun

1. Make the fuel cells appear on screen on random position
2. Make it lose a fuel gauge as time continues
3. Make fuel Gauge increase as the ship collects fuel cells
4. Make the scoreboard with how much fuel is left and how much time is left on each level
5. Game over when the fuel gauge is 0

Everyone –

Start and End Screen

Jun's Space Odyssey

main
Initialize PyGame

View
draw_everything()
blit

Player 1

constructs

Controller
get_and_handle_events(
exit_if_time_to_quit()
key_was_pressed()

Game
run_one_cycle()
draw_game()

Screen
pygame surface

Start/End Screen
text
draw()
remove()

Fuel Guage
image
fuel_level
lose_fuel
gain_fuel

SHIP
screen
x, y
speed
image
is_exploded
engine_noise
move()
draw()
explode()

Asteroid
screen
x, y
image
color
move()
draw()

Asteroids
screen
list_of_asteroids
draw()
move()
add_asteroid()
remove_asteroid()

Jun
speed
screen
x,y
war_cry
expode()
remove()
draw()
move()

Fuel Cells
image
color
x,y
add_cells()

constructs

Joel Meyer

- Ship
- Controller

Colin Ripperda

- Asteroid
- Asteroids
- Jun

Seungjun Park

- Fuel Cells

- Fuel Guage
- Score Board (how much level is left, how much fuel is left)