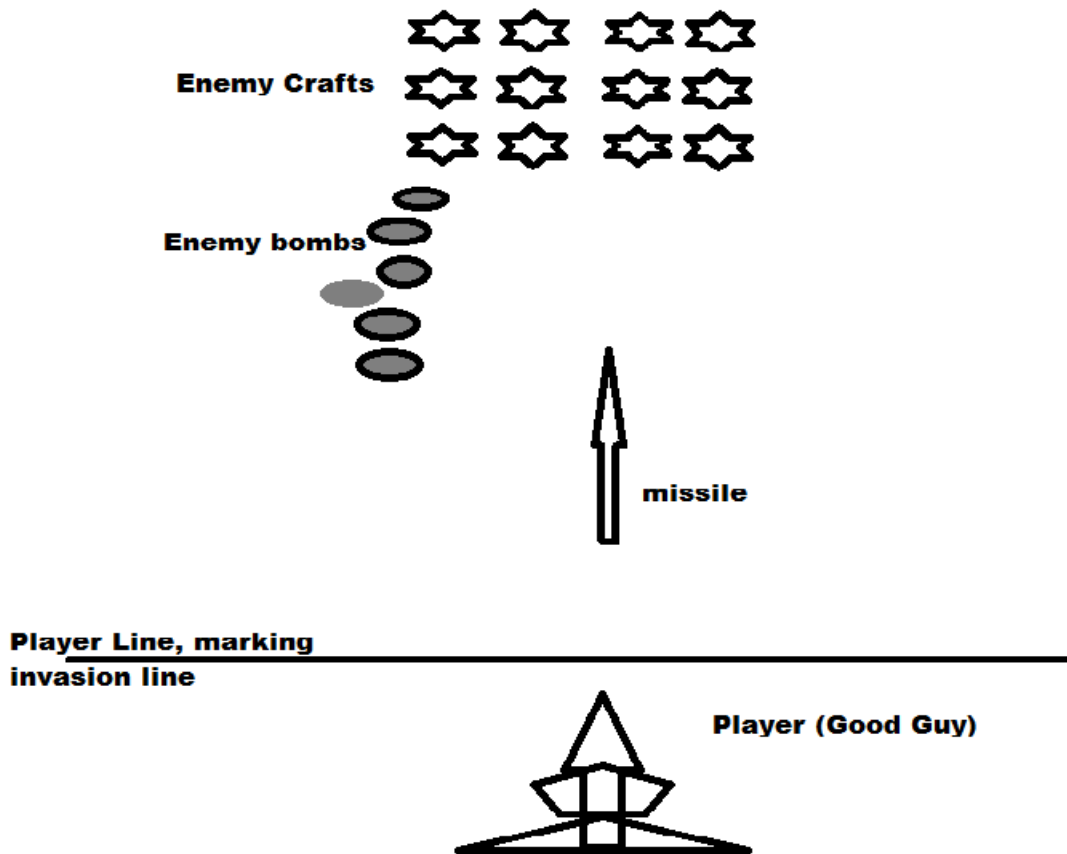


PSP Design Form

Student Name: Jess Valdez

Assignment #: Project 1

Star Wars Game (Rough Sketch):

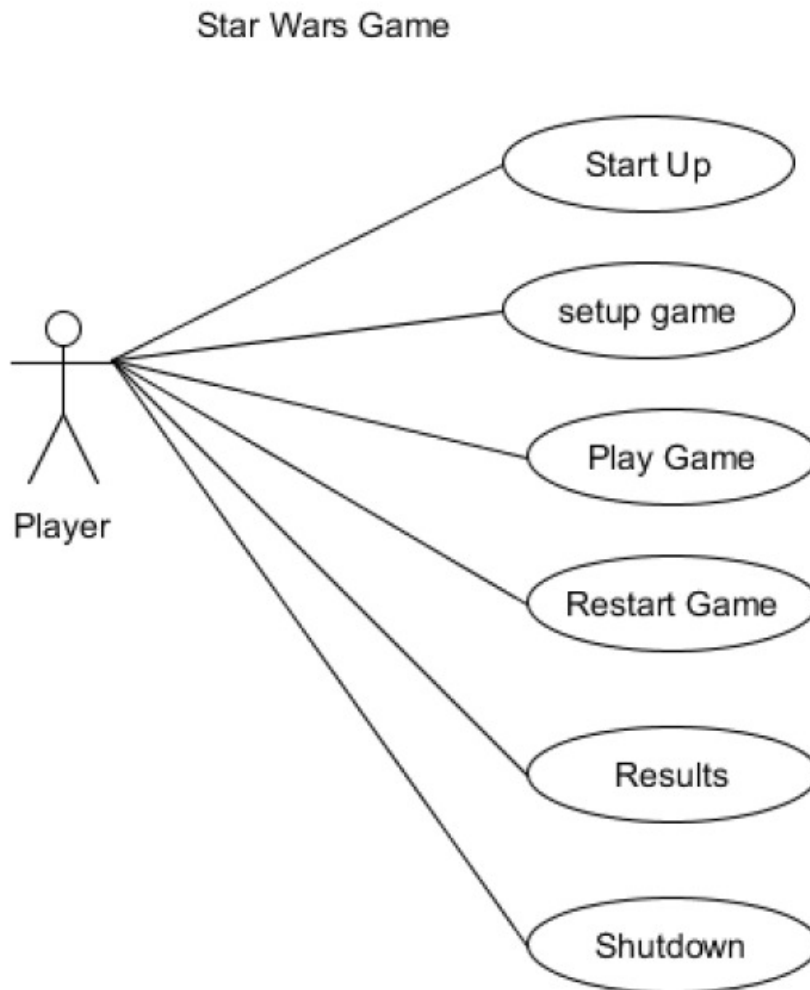


Idea:

Enemy crafts are constantly approaching (towards the player line). Enemies move horizontally on both sides, stepping down 1 row of space each after each complete horizontal screen move. If any of the enemies are successful without being shut down, player dies or lose a life.

The player must prevent enemy crafts from reaching by shooting them down by launching missiles until all enemies are killed. The player has a horizontal movement using the left + right arrow keys and can launch the missile using the space bar.

Use Case Diagram:



Coding Plan or approach:

Code starts by launching a space object. The space object is the battle space. It is Java panel that will be the container of the rest of the objects namely the following:

- a. Enemy Crafts (enemy object)
- b. Player (player object)
- c. Bomb object
- d. Missile object
- e. Game Sprite

There will be a config (setup as interface) that allows game parameters such number of initial enemies, spacing of enemies, panel size, etc.

Post Mortem Notes/report:

During the building of the executable jar file, a system issue was discovered as reported in the Defect Recording log. The icon images that were statically loaded during runtime were not porting to the jar file. To fix this issue, a new class called (ResourceLoader) was added to manage static images and properly package them to the jar file.

The image icons are used to represent the player, missiles, enemy crafts and bombs.