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StarWarsGame – Iteration 4

PSP Estimating Worksheet

1. Conceptual Design

Start Game

Game
main() { .. }

invokes

Space object
invokes

Config
(interface)

Player object

Sprite object

Enemy object

missile

bomb
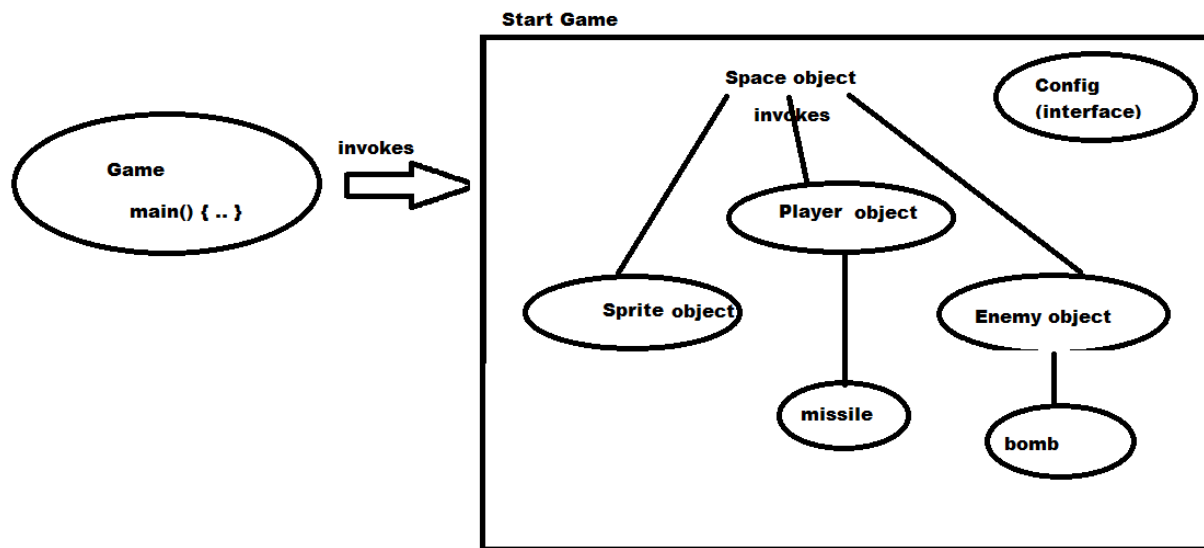
2. Module Estimates

Module Description	Estimated Size
1. Game (implemented as SpaceInvaders.java)	150
2. Space	500
3. Player (Player.java)	100
4. Enemy (Implemented as invader.java)	100
5. Sprite	100
6. Missile (shot.java)	50
7. Bomb (invader inner class)	50
8. Config	50
9. ResourceLoader (static class used for handling image files in executable jar)	15