Project LunarX Status Report

Date: May 6, 2016

To: Tejasvi Kothapalli

From: Andrew Kou

Subject: Status Report 5/6

**Accomplishments**: This week, our team has decided on how we plan to implement our project. Previously, we had planned to use Greenfoot, a Java development environment. However, we have decided not to use it. Instead of using Greenfoot for the graphics, we have decided to use the Java Swing component to create the animation. Although Greenfoot did contain a project that was similar to MoonLander, it wasn’t the same game that we had envisioned. Java Swing is versatile, and the original MoonLander game had been programmed with Java Swing, so we decided that the best option to go with was to stick with Swing.

Additionally, we have created and begun working on the primary classes for our project. Tejasvi has worked out the animation components of the classes, and Andrew has determined the class hierarchy. We both have discussed the specifications of each individual class, and we have created the preliminary specification documents. Andrew wrote the introduction, the structural design, and the detailed design. Tejasvi has written the object orientated design, class descriptions, and the testing specifications.

**Problems/Risks:** Our team members have little experience/knowledge with graphics/animation with Java Swing. Tejasvi does have some basic knowledge, while Andrew has virtually no experience with it. Therefore, we have to dedicate extra time to learn about animation with Java Swing, because animation and visuals are a key component in the MoonLander game (or any game for that matter).

**Next Steps:** Starting next week will start to produce a bulk of the code since a majority of the planning has been done this week. Portions of code will be split up between Andrw and Tejasvi. Tejasvi will work on the rocket component of the coding. He will code the part relating specifically to the motion of the rocket. Andrew on the other hand will work on the landscape portion of the project. This will relate to storing the landscape data in a data structure that stores the location of the landscape.