Phase IV

Reilly, Terrence Justice, James Goodall, Brad Maresh, Keefer Gleason, Meagon

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Implementation Languages

Our implementation was completed entirely in Python, using the library pygame.

Classes/Functions Implemented

- base_classes.py
 - RenderedBase 48 lines
 - ActorBase 24 lines
- ships.py
 - Player 5 lines
 - Enemy 4 lines
 - LaserBlaster 6 lines
 - LaserBeam 4 lines
- menu.py
 - Menu 92 lines
- driver.py
 - main 21 lines
- assets.py
 - GameSound 31 lines

Classes/Functions Not Implemented

No classes were unimplemented for this phase. All 11 Unit Tests are currently passing. However, there are still no functional/integration tests. So, some work remains to be done with integration.

References

Appendix

A. Tested, and documented (internal comments) program listings

B. Gantt Chart for Phase 4

12 Feb 1 S M T V					
5 Feb 17 12 Feb S M T W T F S S M T	, -	<u>_</u>			
SMTW					
R S					
Names					
Resource Names					
Predecessors					
Prec		1	2		
Finish	2/8/17 5:00 PM	2/9/17 5:00 PM	2/14/17 5:00 PM	2/6/17 5:00 PM	MG 00.4 7 1/01/0
	2/8/17	2/9/17	2/14/1	2/6/17	2/10/1.
Start	AM	AM) AM	AM	AM
St	2/6/17 8:00 AM	1 day? 2/9/17 8:00 AM	3 days? 2/10/17 8:00 AM	2/6/17 8:00 AM	2/6/17 8:00 AM
	3 days? 2/6	day? 2/9	lays? 2/1	1 day? 2/6	5 days? 2/6
Duration	30	-	36	-	5
9	nents	ments			
Name	Player Movements	Enemy Movements	Attacks	Sounds	
3		<u>.</u>	1	3)	_
	_	2	3	4	2