

Check the Asteroid class for Java Documentation

How did you demonstrate modular programming?

This game used a lot of object oriented programming and that was what we learned in class throughout unit 2. Creating this was also similar to the group assignment we did when my group created a Valorant system. Working on the Valorant system prior to this helped me understand and know what to do. My game demonstrates inheritance which is something we've learnt in class.

I demonstrated modular programming through the different super classes. There were clear examples of inheritance between the classes. You can see the common attributes and methods throughout the classes.

GameScreen (super class)

- PlayScreen
- MenuScreen
- GameOverScreen

SpaceObject (super class)

- Player
- Asteroid
- Bullet
- FlyingSaucer
- Particle

Every class under SpaceObject has its own function which gets called in PlayScreen to display during the game.

How did you demonstrate the use of AGILE?

I demonstrated the use of AGILE through my work logs. I split my work log into 3 tables which are essentially 3 sprints. I split up my work evenly to work on my code everyday so I could produce something usable at the end. Recording my daily progress and keeping track of my next steps allowed me to know when I was falling behind and when I had extra time to improve on other things. I prioritized completing the main parts of the game before the details which allows you to produce the most enjoyable game in the time frame. This allowed me to complete my work on time.

Libraries used: LibGDX + java.util.* + Gradle

IDE: Eclipse

How to launch Asteroids:

Download LibGDX from here: <https://libgdx.com/wiki/start/project-generation>
<https://libgdx.com/wiki/start/import-and-running>

If all fails, just create the project, create the packages and classes with the same names and paste the code downloaded from github.

libGDX Project Generator (1.11.0)

libGDX
PROJECT SETUP

Project name: Asteroids

Package name: com.bonny.main

Game class: Game

Output folder: Any folder you want my game to be in **Browse**

Android SDK: C:\Path\To\Your\Sdk **Browse**

Supported Platforms

☒ Desktop (LWJGL 3) ☐ Android ☐ iOS ☐ HTML

Official Extensions

☐ Bullet ☒ Freetype ☐ Tools ☐ Controllers ☐ Box2d

☐ Box2dlights ☐ Ashley ☐ Ai

Show Third-Party Extensions

Advanced **Generate**

Select these boxes and make sure to import project > gradle in Eclipse.