

Assignment 2

1. Install and run the game that you choose to as the basis for your first assignment. I.e. 2D Lander, Asteroid Miner, or Asteroid Melee. (The purpose of this step is just to ensure that you are starting your implementation task from a working copy of the original, unmodified game.)
2. Create a working implementation of the **revised** game that you designed in Assignment 1. If necessary, you are free to make changes to your architectural models if you discover problems with them during the implementation. The key thing is that the final implementation and the final model(s) must be consistent.
3. Create a document that describes and discusses your revised game. Include:
 - a. The (possibly revised) architectural model(s), using screenshots + text as before.
 - b. A description of your implementation
 - c. Evidence that the implementation and the model(s) are consistent. This might encompass detailed mappings between the models and the source code (e.g. "interface A on component B maps to public method AA in Java class BB in file CC"). Make this argument solid.
4. Write an assessment of your experience in doing this implementation. In particular,
 - a. Did you find that basing the design of your revision on the supplied architectural models, without having access to the source code, was sufficient to enable you to make good, substantive design decisions? If not, why not? If you had to make changes to your design in order to have a successful implementation, explain what changed and why it had to be changed.
 - b. What made the consistency argument hard or easy? How confident are you that the model(s) and the code are **really** consistent?

Turn in this SINGLE document as a PDF, by email, to "taylor@ics.uci.edu". Include on the Subject: line the following: "Informatics 123 Assignment 2"

NOTES:

1. You may continue to work in the same team that you did for Assignment 1, or, if both members of a team prefer, you can work individually on this assignment.