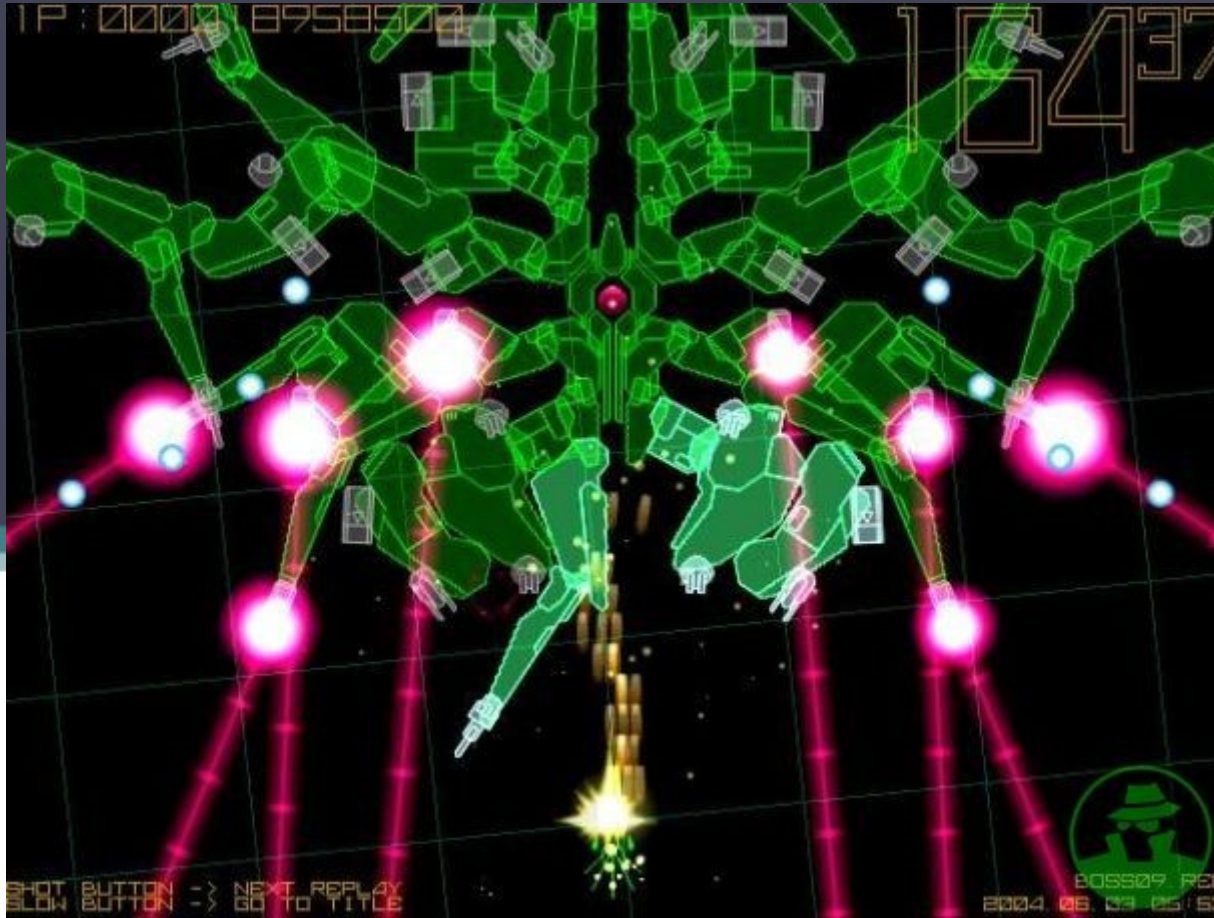# MAGi Inc. presents...

Austin Woodlin, Philip Peng, Art Young, Yash Kandoi, Jessica Ouyang
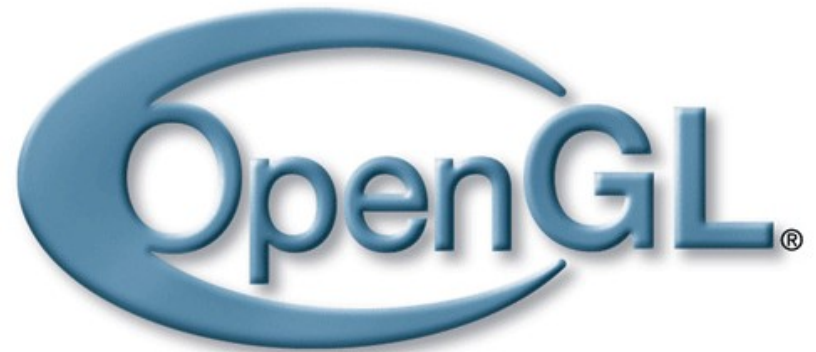
What problem(s) are you focused on?
BULLET HELL

- Graphics
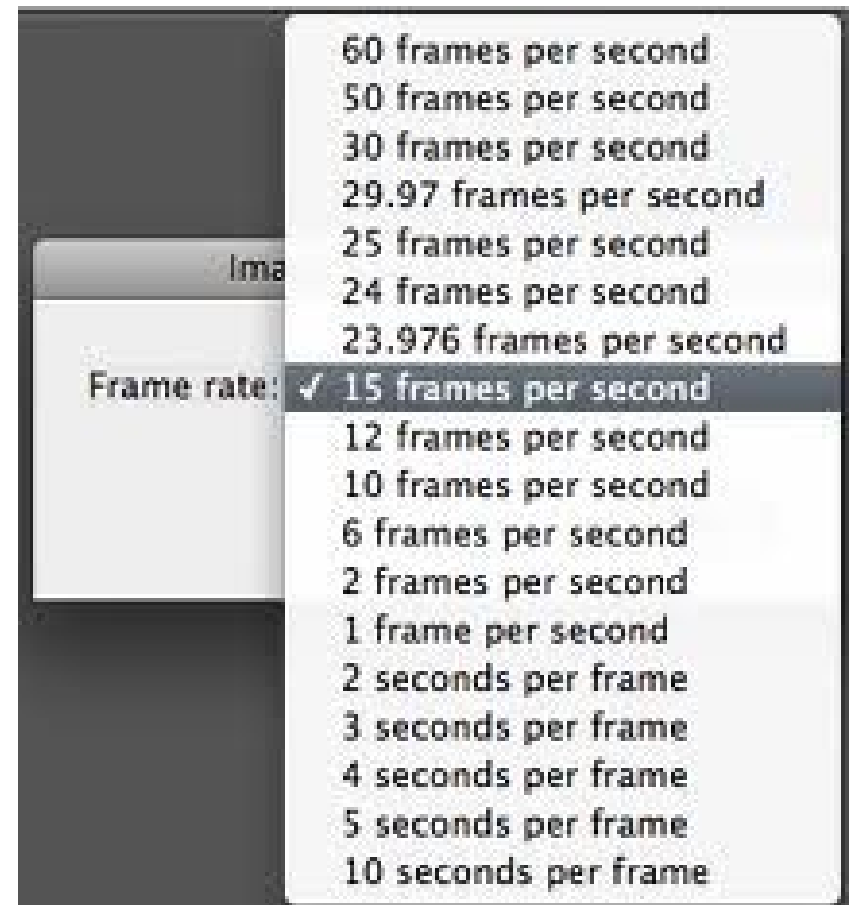- Body parts of Boss/ Evolution of Boss
- Team dynamics

Current Approaches

- NO OPEN GL.
  - Initially OPEN GL preferred
  - Android graphics not as slow as we thought

- BOX 2D also scrapped- design our own movements- easier and faster

- Simple- some data structure of Boss parts
- Some data structure of Boss levels

- As of now- organic development. Everyone coding etc.

Alternative approaches?
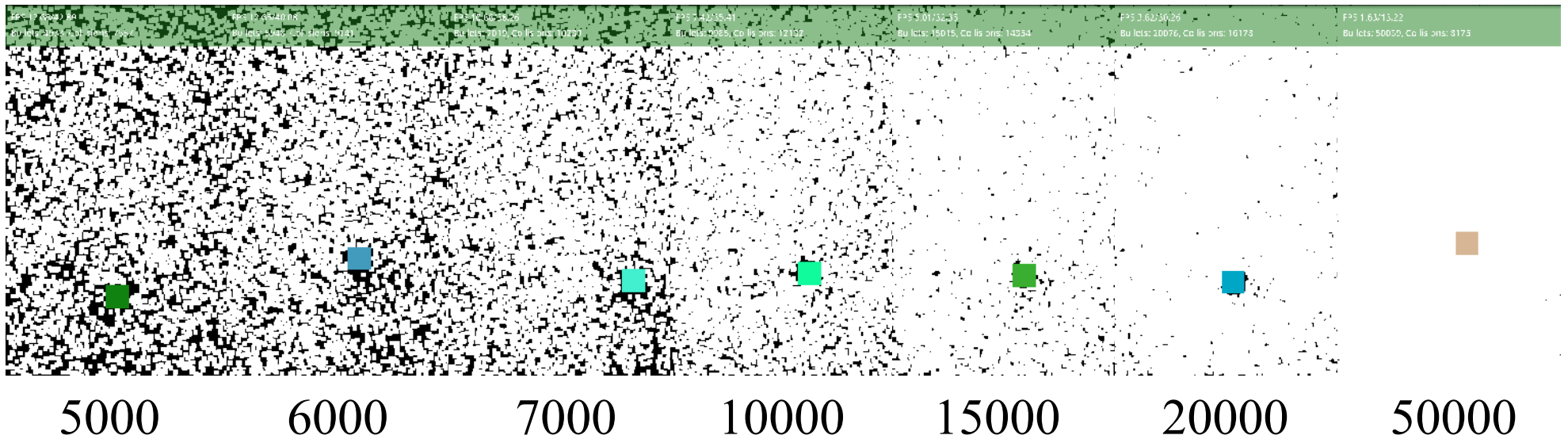
- Box 2d
- Open GL

- Team mgmt- CPT?

Next Steps

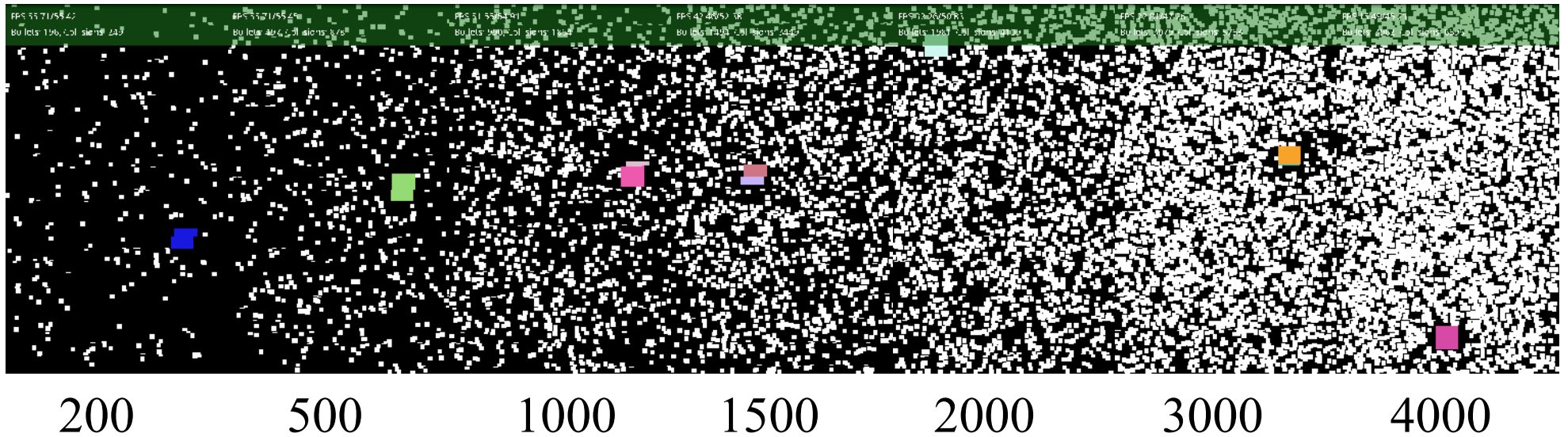- CODE, CODE, CODE
- Boss evolution
- Boss level
- Extend user functions?
- Did I mention CODE?

Benchtests

200   500   1000   1500   2000   3000   4000

5000   6000   7000   10000   15000   20000   50000

Benchtests

Bullets	FPS	Predicted	FPS^ (1/-0.9)
1000	52	59.67	0.01
1500	42	41.42	0.02
2000	32	31.98	0.02
3000	22	22.2	0.03
4000	16	17.14	0.05
5000	13	14.02	0.06
6000	12	11.9	0.06
7000	11	10.36	0.07
10000	7.5	7.51	0.11
15000	5	5.22	0.17
20000	3.8	4.03	0.23
50000	1.6	1.76	0.59

$f(x) = 29904.8 \ x^{-0.9}$
$R^2 = 1$

$f(x) = 0x - 0.01$
$R^2 = 1$