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IGME 202,02

## Assignment

### Asteroids

#### Description:

The program is my version of Asteroids, It Contains 4 different game States ( Main Menu, Ship Selection, Gameplay, Respawn Screen).

#### Main Menu:

Is a splash screen, with title and two options, either start game or go to ship selection

#### Ship Selection:

The Ship Selection you can select different ship colors, this changes both you ship and lives image. Or you can go back to main screen.

#### Game Play:

A ship will display at the center, with it lives in the top left hand corner, the Asteroids will spawn randomly around the ship, and move in a random direction. The user can either use the Arrow keys, or keys AWD to control the ship. The space bar calls bullets, and if all live are lost, the Respawn screen will appear.

#### Respawn:

A splash background will appear, and two options will appear.  
Respawn - Game Resets and Game play begins again  
Back to Main - Calls Main screen to display

#### User Responsibility

The User is greeted with different all but the Game play screen will display what commands are available.

The User will enter in one of the options, and it respected event will occur.

#### Above and Beyond

All Graphics used were created by me. (Background, Ships, Asteroids)  
There is an option of 5 colors to chose for the ship, blue is default. (they do not alter gameplay beyond image display)  
There a 4 game states, Main Menu, Ship Selection, Game Play, and Ship Selection.

Notes:

Using A Grace day, I have 1 left.

Problems:

You might find the Respawn take long, I found it did on my laptop but not my desktop. This could be an error on my part, I haven't fully been able to look into it.

The Collision of Asteroids, you might find slightly off or possible non-existence of some asteroids. Working on it.

Other:

There is code that I believe, I've commented all out, which pertained to a Win Condition, that I haven't fully coded or called.

There is a purple Asteroid, which could be hard to see, depending on display. May change that on a later date.