**Team:** David Baird
      Aaron Holt
      Kyle Olsen

**Title:** Asteroids 3D

**Description:** A game inspired by the 2D game asteroids brought into 3 dimensions.

**Platform/Environment:** C++ using OpenGL for graphics, Bullet physics for a physics engine and potentially the Qt Framework for OS interactions.

**Programming Languages:**

| Language | David Baird | Aaron Holt | Kyle Olsen |
|---|---|---|---|
| C++ | Advanced | Intermediate | Advanced |
| GLSL | Beginner | Beginner | Beginner |

**Functionality:**
- A ship model and polyhedron asteroids
- Flight maneuverability (the ship can move in space)
- Bullets fired from ship
- Bullets destroy asteroids
- Asteroids move in space
- Wrap-around bounding box

**Stretch:**
- Player select
- Scoring/high score screen
- Multiple levels
- Additional weapons
- Additional asteroid types or alien ships