Story Board

Display:
Showing the level and number of asteroids being hit
Arena is a set image.

Robot:
Shooting a bullet to destroy asteroid

Level 1   Destroyed Asteroids: --

Asteroid:
Set number of asteroids will be shown in the arena to proceed to next level.

Power Up/Down:
Red circles placed on arena. The robot must try to get them which can help increase speed/bullets however can also stop it from moving o shooting for 10 seconds.

We have chosen to create a robot simulator which is based in space. The robot simulator will be programmed to destroy the asteroids which are coming towards it. Each level will increase its difficulty in destroying the number of asteroids. The top left corner will display the level and show the number of asteroids have been destroyed. The arena will have power ups which help the robot move quicker to destroy the objects or will allow it to shoot two bullets at one time. However, the arena will also have power downs which can prevent the robot from shooting at all causing the asteroids to defeat the robot. The power ups will last for 10 seconds and then the robot will return to how it was originally.