



Our group has decided that we are going to create a simulation which will be a spaceship destroying asteroids. There are going to be multiple levels in simulation, the higher the level of the simulation, the more asteroids there are going to be which will increase difficulty. There are going to be power ups which will help to destroy the asteroids quicker and there are going to be multiple spaceships for the user to choose. There are going to be different asteroids which differ in shape and size.