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IGME 202, Section 01

Assignment:

Asteroids

Description:

This homework assignment was to create the arcade game asteroids in processing.

User responsibilities:

You must have minim installed to run it. Otherwise, the menu is navigated by clicking and the controls are ‘up, left, right’ to move the ship, ‘space’ to fire, and ‘esc’ to enter the pause menu while you are in the game.

Above and Beyond:

I added a menu system for my game (See the four menu classes). Added a music player (This is done in the main setup() method, however most menus have a mute button in them as well). Added a scoring system(the score is updated by the collision manager and displayed by the main draw method). Added several levels to the game with various difficulties (the asteroid manager takes an input called ‘mode’ which initializes how many asteroids to spawn and what color they should be. This is determined by what the user clicks in the main menu.).

Known Issues:

Sometimes mouse clicks don’t seem to register but I believe that is something processing has trouble with.