Asteroids

**Story**

The Captain of the Starfighter, Omega-g35, accidentally crossed into a wormhole while en route to his home planet, Klaatu .Captain Schrodinger , was traveling home to warn his planet of the impending doom about to unfold. He was on a routine scouting mission in the far off galaxy of nebula, when he discovered a hostile parasitic arsenic-based alien life-form. The alien life forms were using carbon based life-forms as hosts to turn the tides of the Great Galactic War, which has been going on for eons. Captain Schrodinger, has ended up in the X11-asteroid belt in the Vi galaxy. He must fight his way through the asteroid belt to warn this home planet of the impending doom. Will he survive?

**Controls**

|  |  |
| --- | --- |
| Forward | DSCN0167.JPG |
| Reverse | DSCN0174.JPG |
| Turn Right | DSCN0173.JPG |
| Turn Left | DSCN0172.JPG |
| Brake | DSCN0167.JPG+ DSCN0174.JPG |
| Warp to Random Area on Screen | DSCN0168.JPG |
| Flip Ship 180 Degrees | DSCN0170.JPG |
| Shoot | DSCN0175.JPG |
| In-Game Menu | DSCN0171.JPG orDSCN0176.JPG |
| Pause | DSCN0177.JPG |

How to play the game

|  |  |
| --- | --- |
| You | ship.png |
| Asteroids | asteroid.png asteroid2.png |
| Your Shield | shield.png |
| Enemy Bandit Ship | bandit.png |
| Triple Shot Power up | tripleshot.png |

Your ship is protected by a shield that can only handle a certain amount of damage before it loses power. While it is in effect it will keep you safe deflecting you away from asteroids.

Points are given by each asteroid destroyed, and bonus points for amount of accuracy. If your score was high enough you get to post it on the high scores.

Scoring:

The objective of the game is to survive the longest while scoring the most points.

Each asteroid has a specific point value. The amount of points given from each space rock destroyed is shown as they are blown up, and accumulation of points is shown on the bottom of the screen, as well as available lives and your current accuracy.

How accurate you shoot the asteroids adds on bonus points as well.

Score = Asteroid points + (1% Accuracy value)

Accuracy Value=[Shots Used/(Shots Used+Shots Missed)] x 100

In order to optimize scoring, two power ups are available at the start of the game.

Power-up available is the triple shot that is pictured above.