Asteroid Dodge Game with Multi-User ROM-based Authentication, RAM-based Score Tracking, Difficulty Levels, and Adjustable Timer

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The following video clips show the major features of the game.

Clip 1: Gameplay and log out demo

User starts game, changes fuel gauge/level timer, earns personal best, global best, and logs out.

[Gameplay and logout demo Team Q4](https://drive.google.com/file/d/1yREnGMH9rBzOy6Fyk6hytyyZSeqHbM-Z/view)

Clip 2: Game Overview Presentation

Our presentation and demo for the final class project

[Team Q4 Presentation](https://uofh.sharepoint.com/:v:/s/ADDFinalProject-DodgeDuckDipDiveandDodge/Eb3g4q1aTahJsWcWZG-RDOUBa8Sjy_eIz3-87S-MxkUfSQ?e=k7Rpxg)

Clip 3: Multi-User login

Player 1 logs in, plays a short game getting global best, logs out. Guest account (player 4) logs in, plays a short game earning personal best, logs out.

[Multi-User Login Team Q4](https://share.icloud.com/photos/0a0kHasEZFyKeTjaLGgK1htmg)