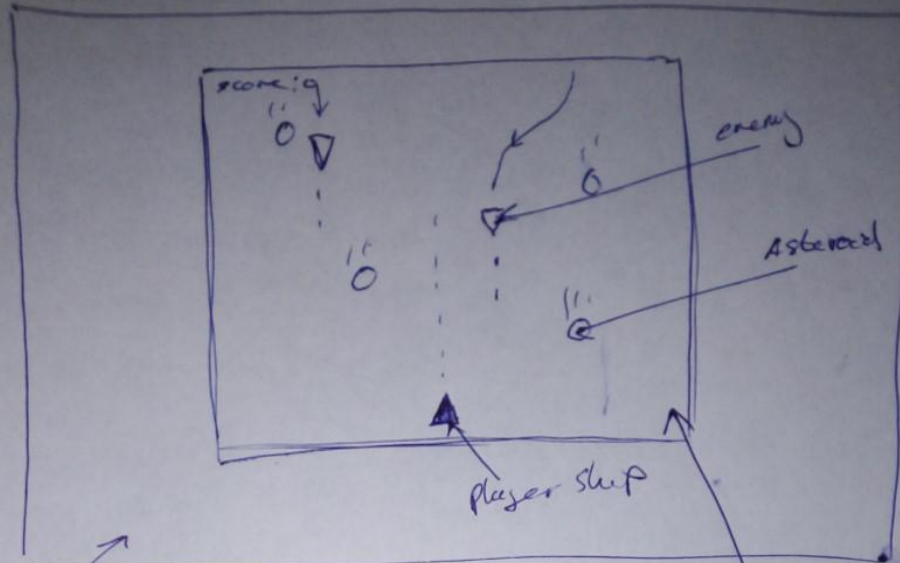


index.html



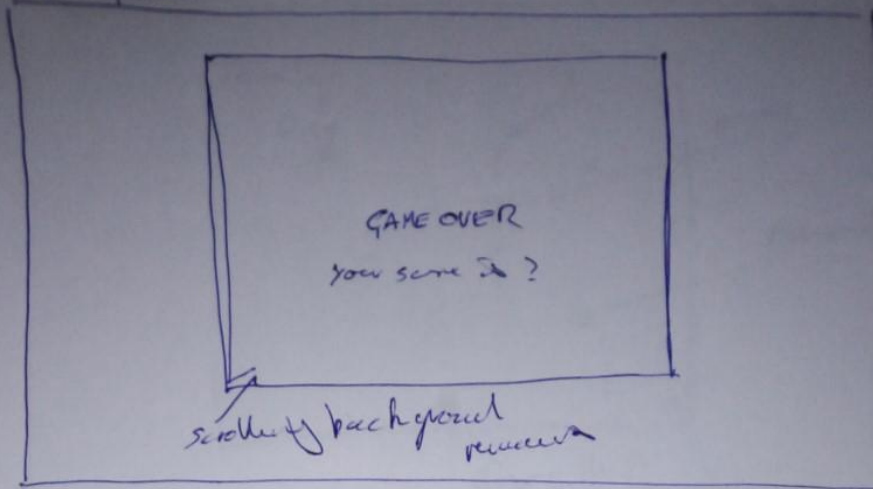
Muted blue background  
(unless if user stays at  
screen for long periods  
of time)

Scalable  
background  
textures.

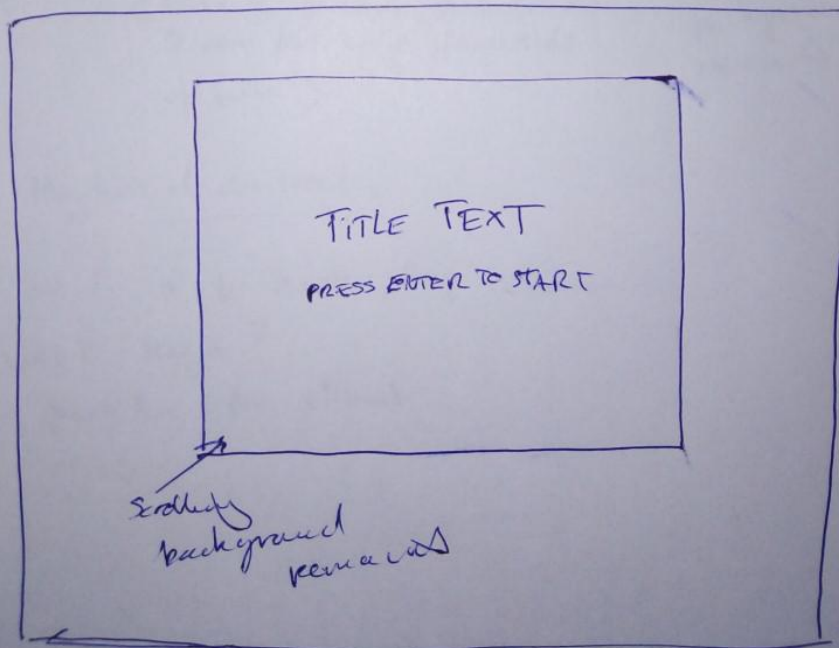
### Keyboard controls

← ↑ → ↓ arrow keys  
WASD keys?  
space bar for shoot.

idea, what



game over text displayed  
when the player dies.



## Ideas for my Game

### COMET CRASH

- Prevent sprites (player) from leaving 'box'
- Create left and right controls

### Survival game

- Start button and menu
- Timer? in corner
- Score counter, increments points
- Asteroid animation (start off screen)
- Scrolling background image?
- upto 6 Dirs for Asteroids?

### EXTRA: - Powerup?

- slows Asteroids down for 10 seconds
- Add bonus points to score counter
- Gives the player a shield.

- Restart / you lose text.

### bullets loop

- set inside a `setTimeout()`
- Maybe  $\frac{1}{60}$  a ~~300~~ seconds, 250 milliseconds  
goal = slow down rate of fire.
- CSS. style game window div
  - give border white/transparent.
  - same size as JS defined viewport.

### Enemies

`drawEnemies()`

Red V.png

- build collision to stop player leaving the screen.

```
if (ship.x == app.view / 1) {
```

```
    ship.x = -100;
```

```
    ? gameLoop
```

```
}
```



## Death Conditions

```
if (ship.x >=
    ship.y == enemy.x & enemy.y) {
    player = dead;
    player.dead = true;
}
```

updateBg():

place in game loop (delta):

- Research game loops in JS.