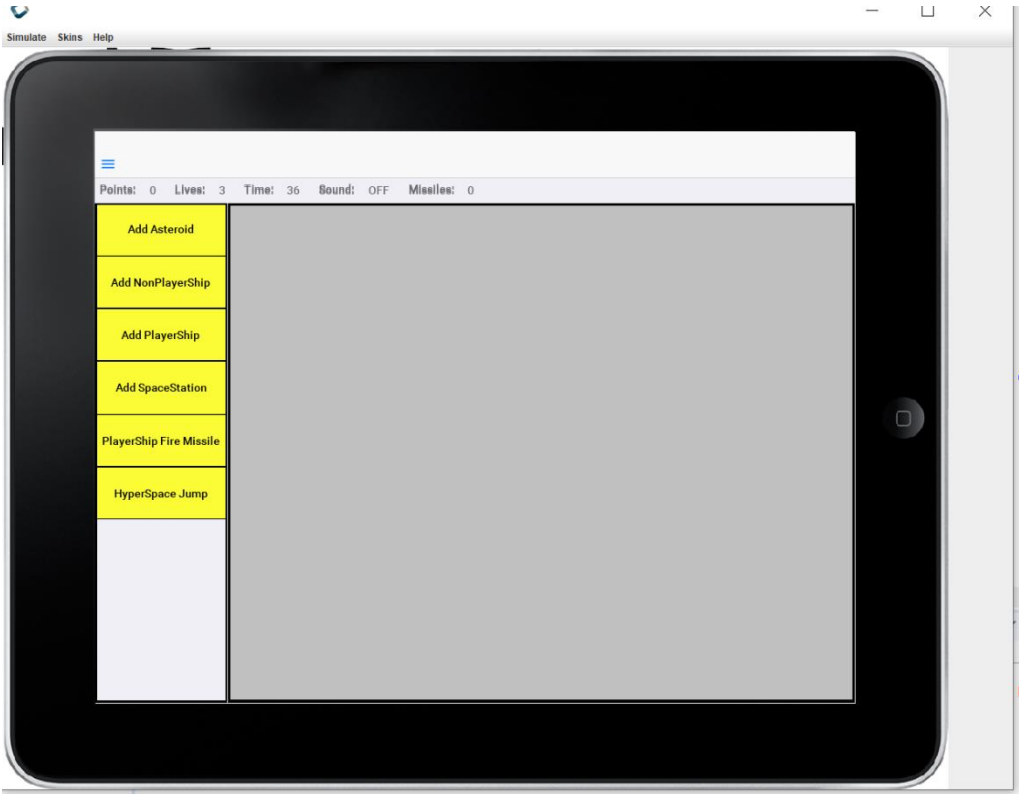
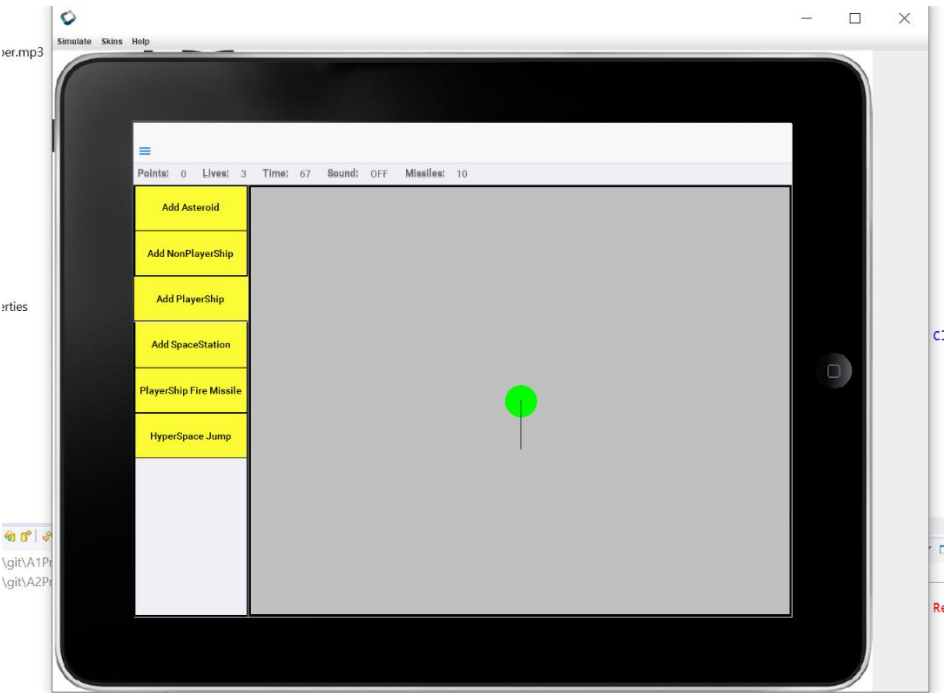


Daniel Curtis and Curtis Botonis A2 Final

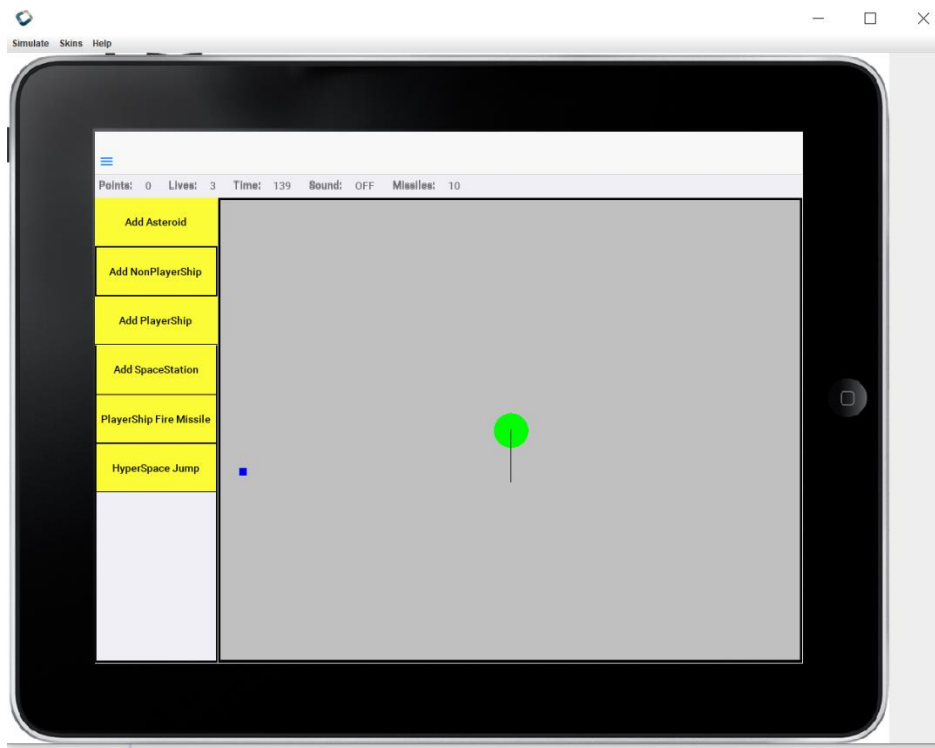
Game Start



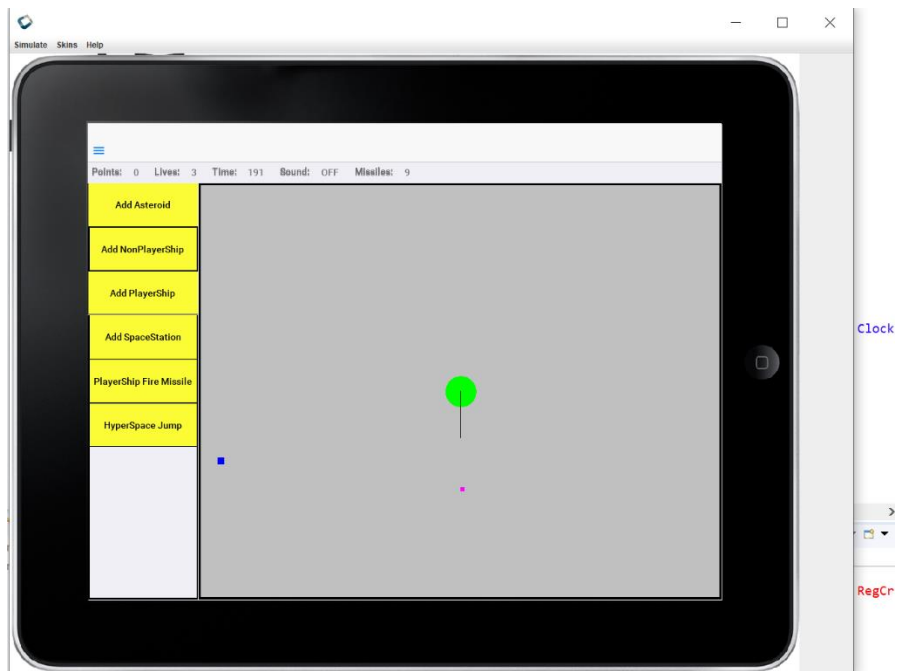
Add PlayerShip



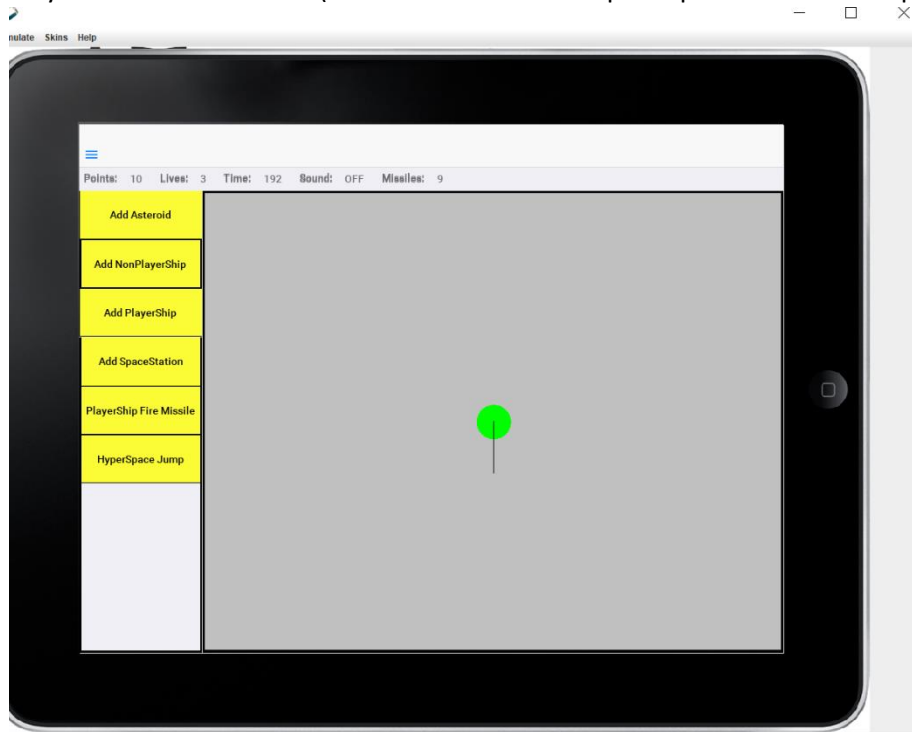
Add Asteroid



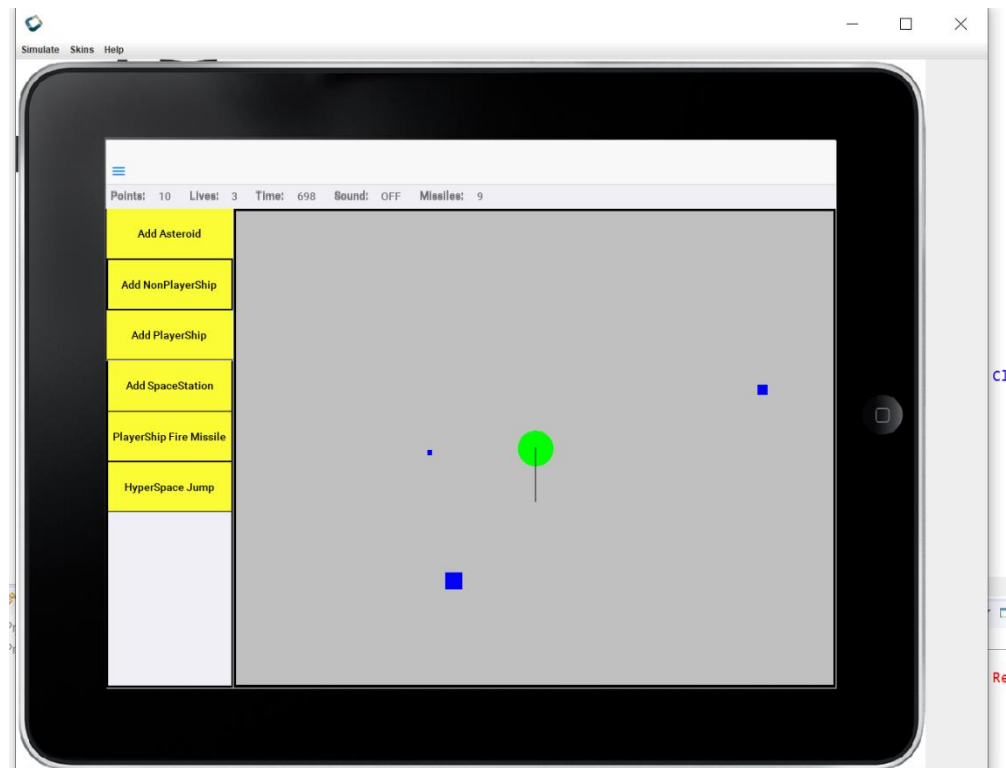
PlayerShip fire Missile (Spacebar pressed – missile count reduced in points view)



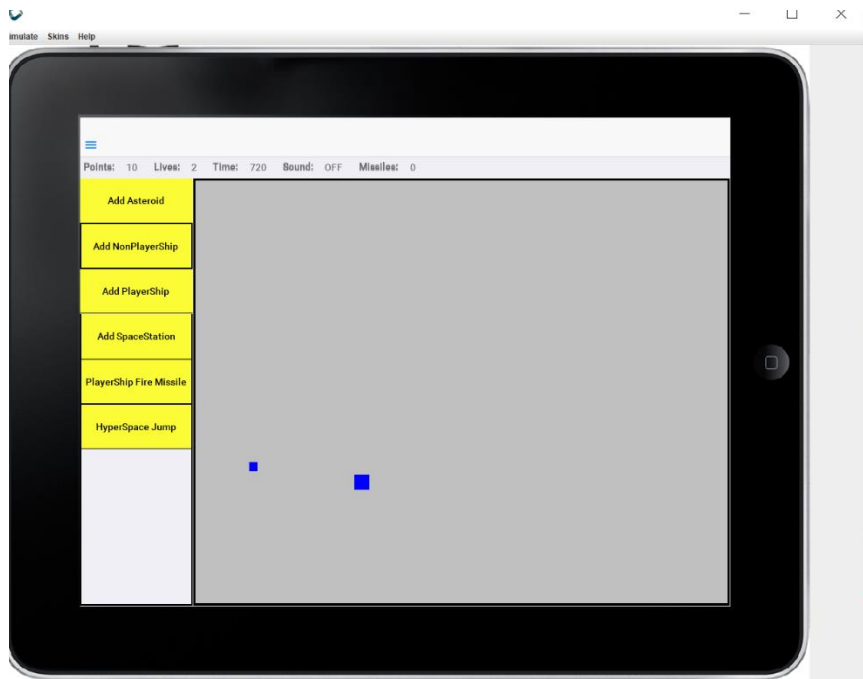
Player Missile hit Asteroid(Both removed from map and points awarded in points view)



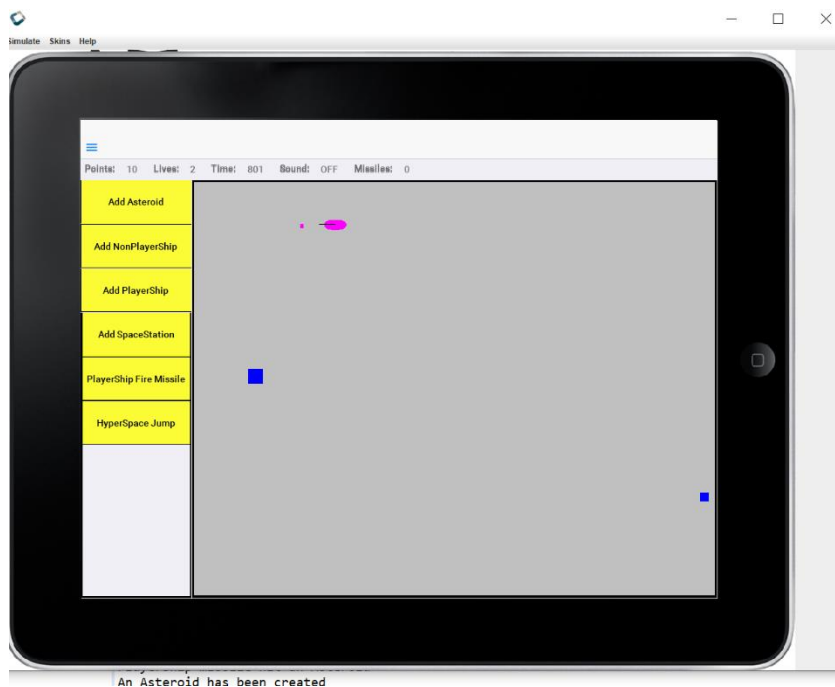
PlayerShip with 3 asteroids in map



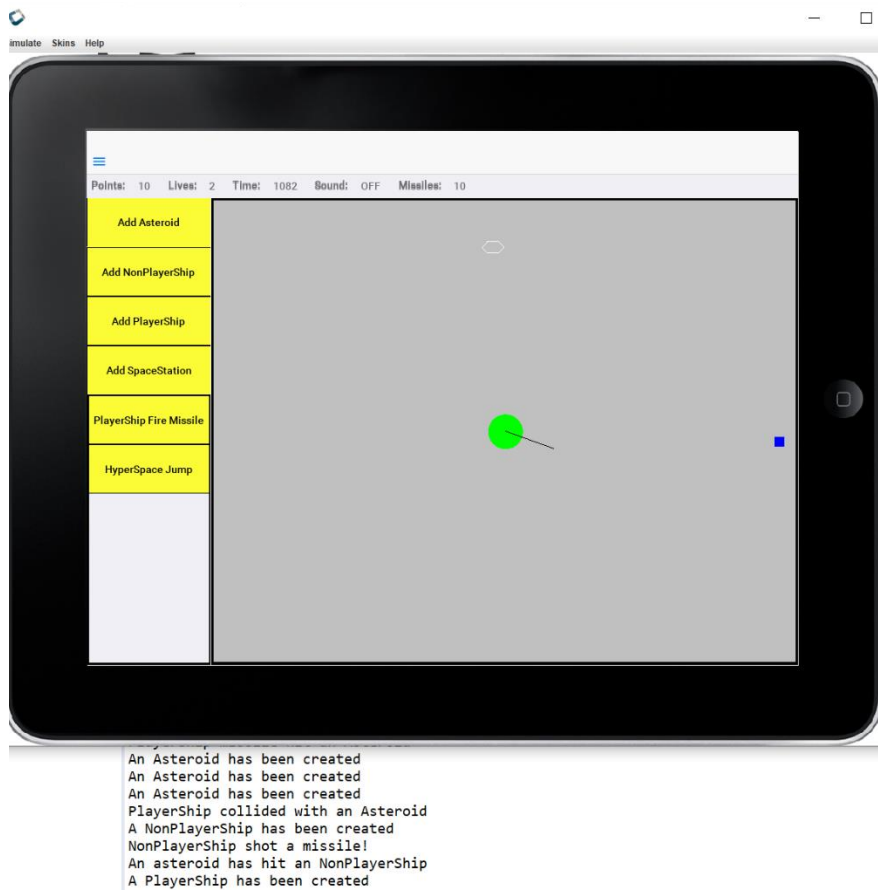
Asteroid Hits PlayerShip (c button – PS and asteroid removed from map – lives reduced by 1 in PV)



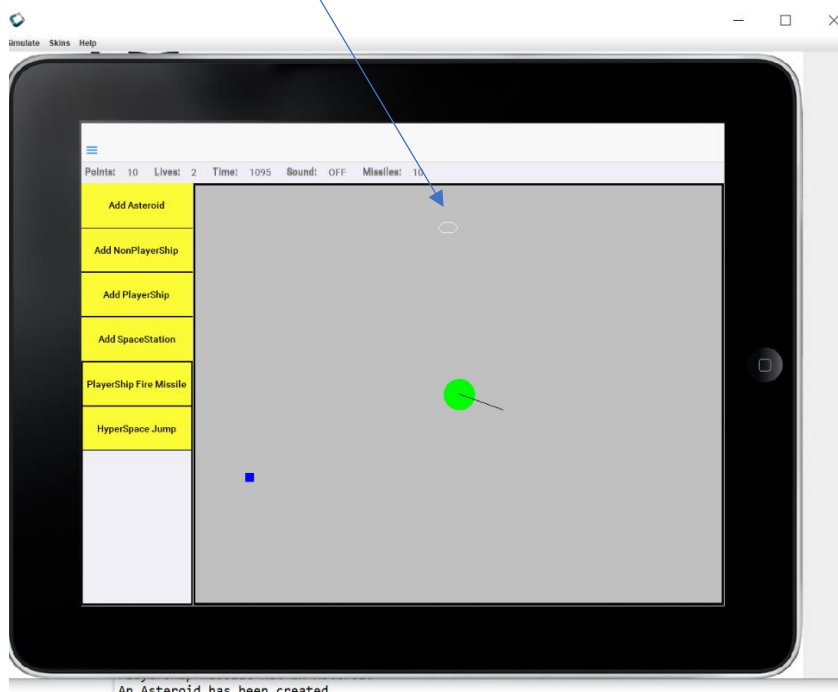
NPS in world with 2 asteroids



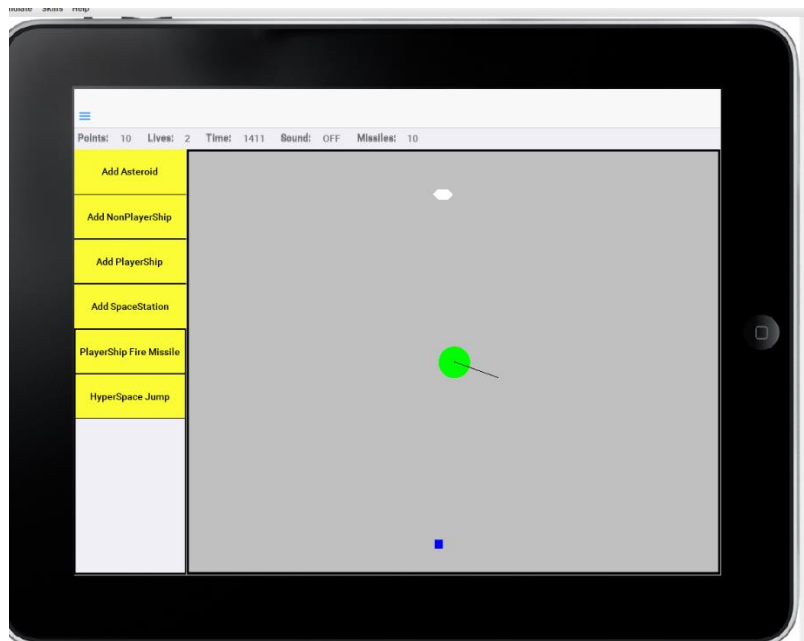
Asteroid hits NPS – (I button) both removed from map – playerShip created



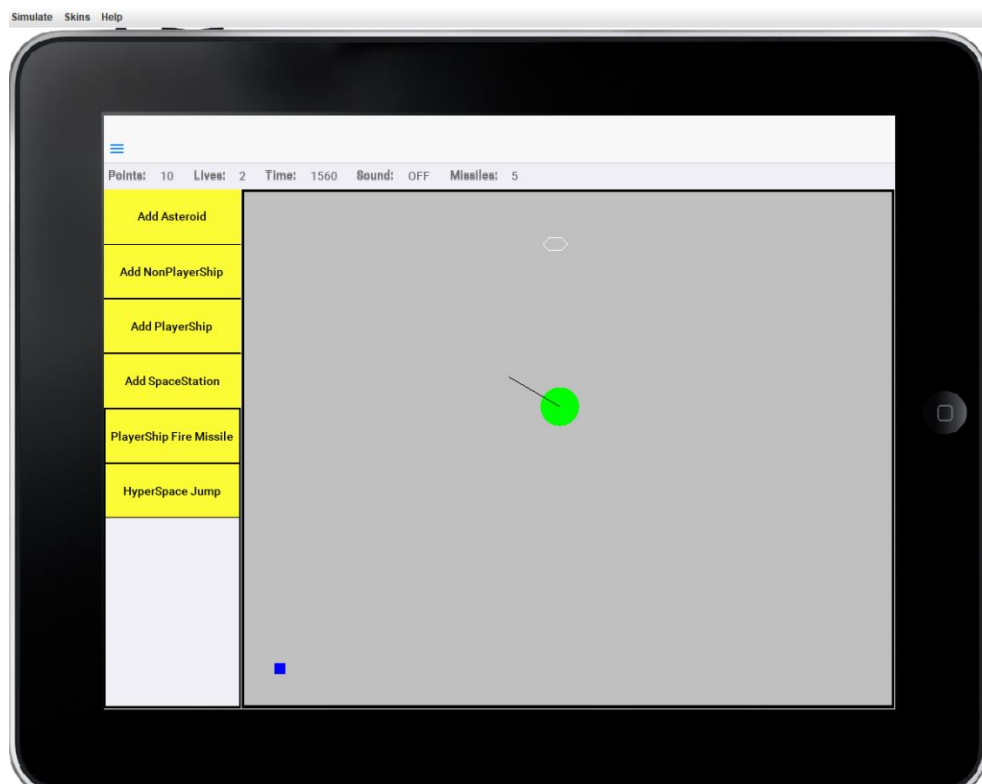
Space Station created light off



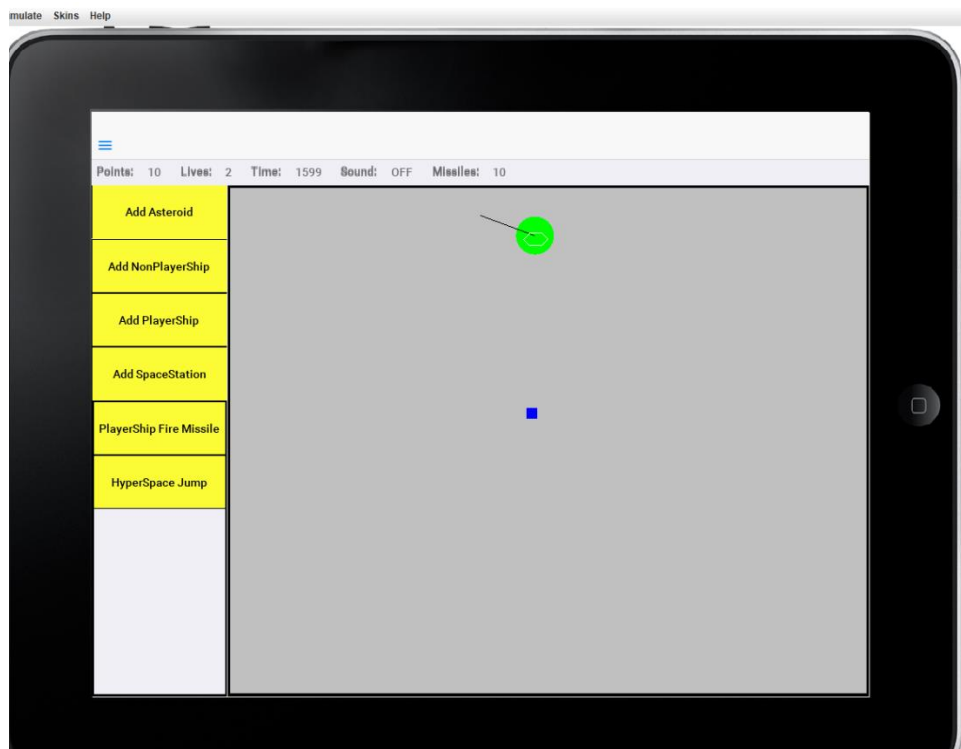
Space Station blink – light on



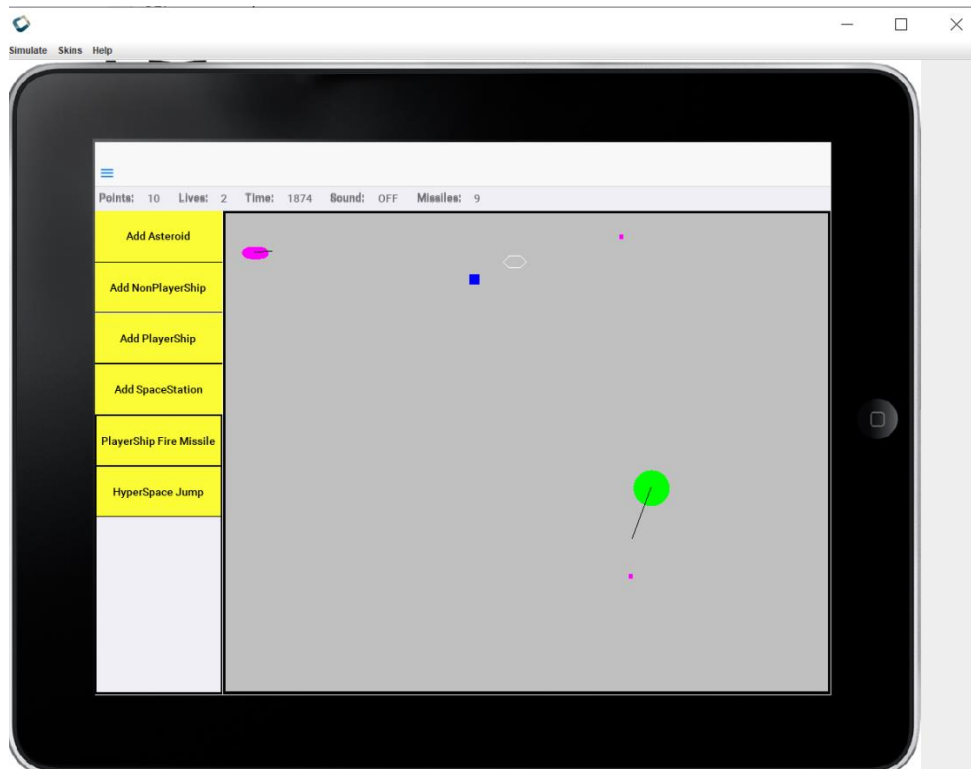
Player ship with 5 Missiles (see points view) approaches SpaceStation



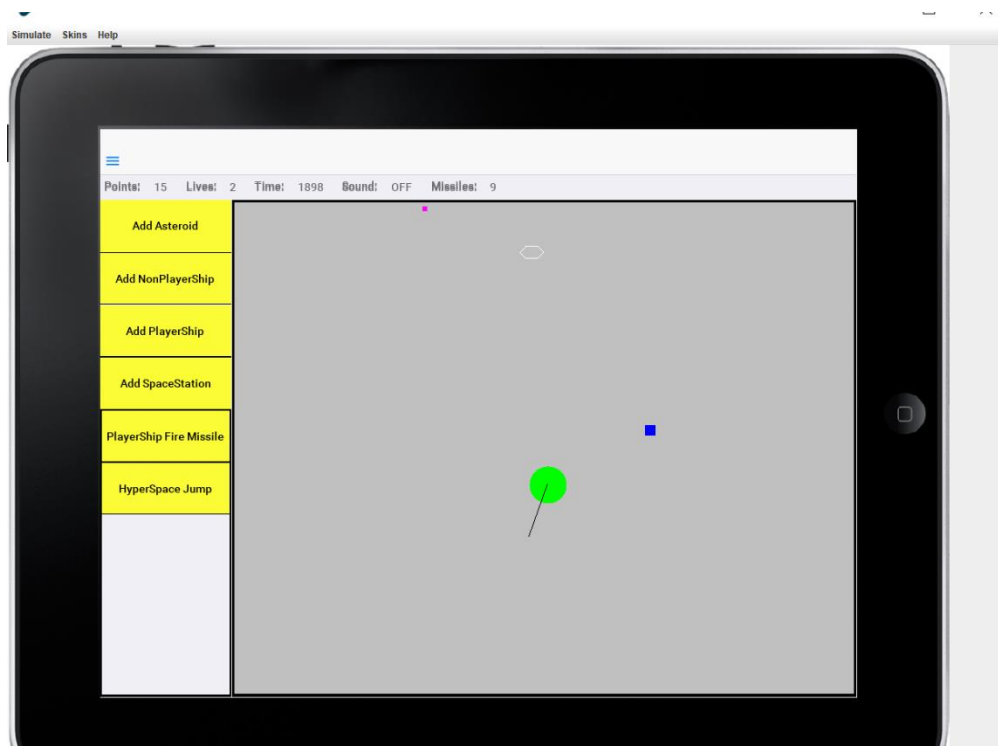
SpaceStation reloads PlayerShip to 10 Missiles (see points view)



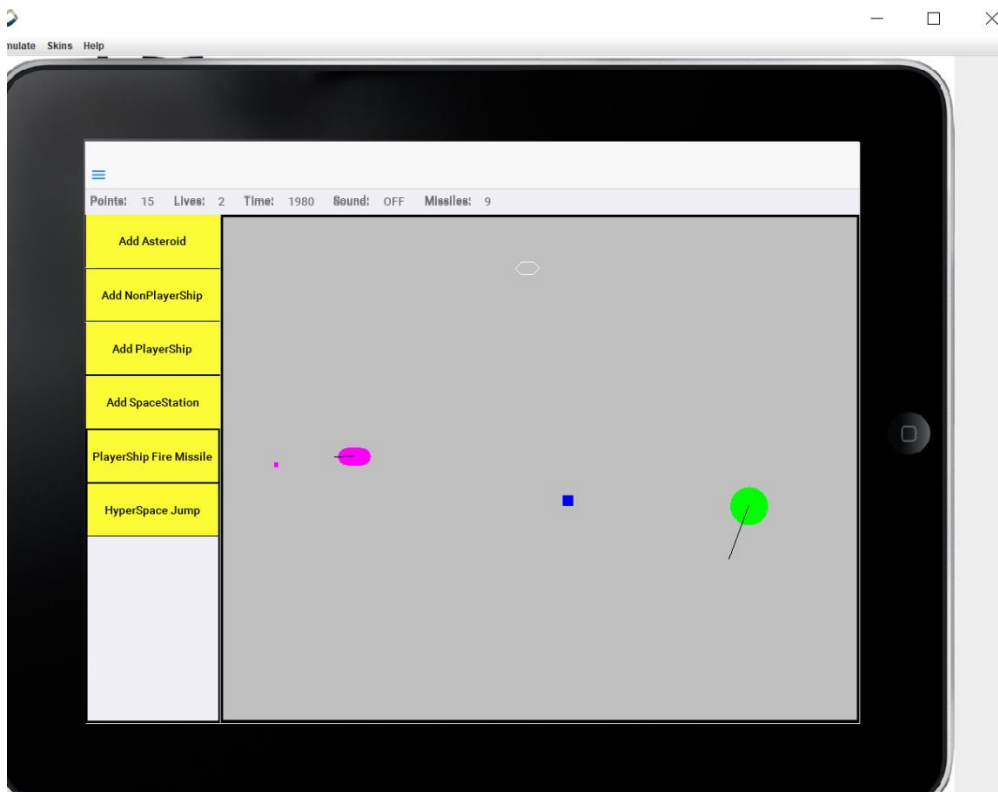
NPS added to world, PlayerShip fires Missile



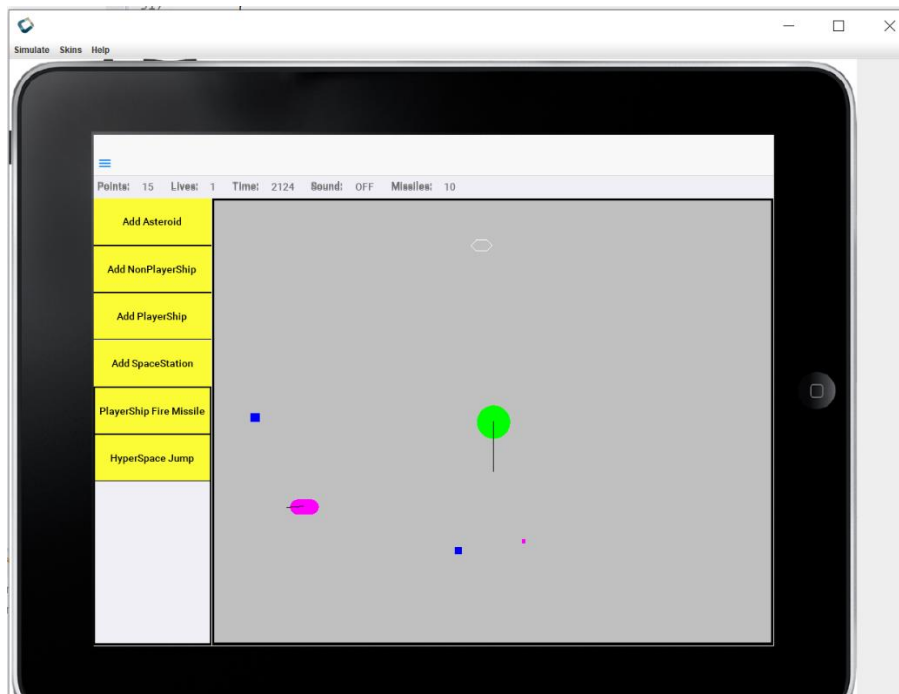
PlayerShip Missile hits NPS(both removed from world – player awarded points)



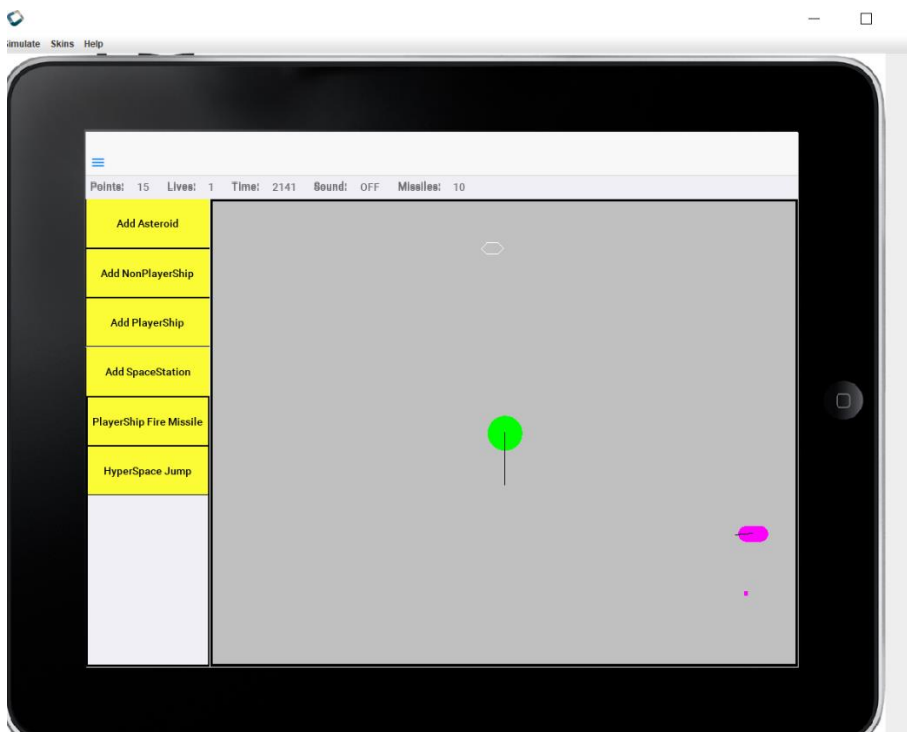
Another NPS added to world – fires NPS Missile



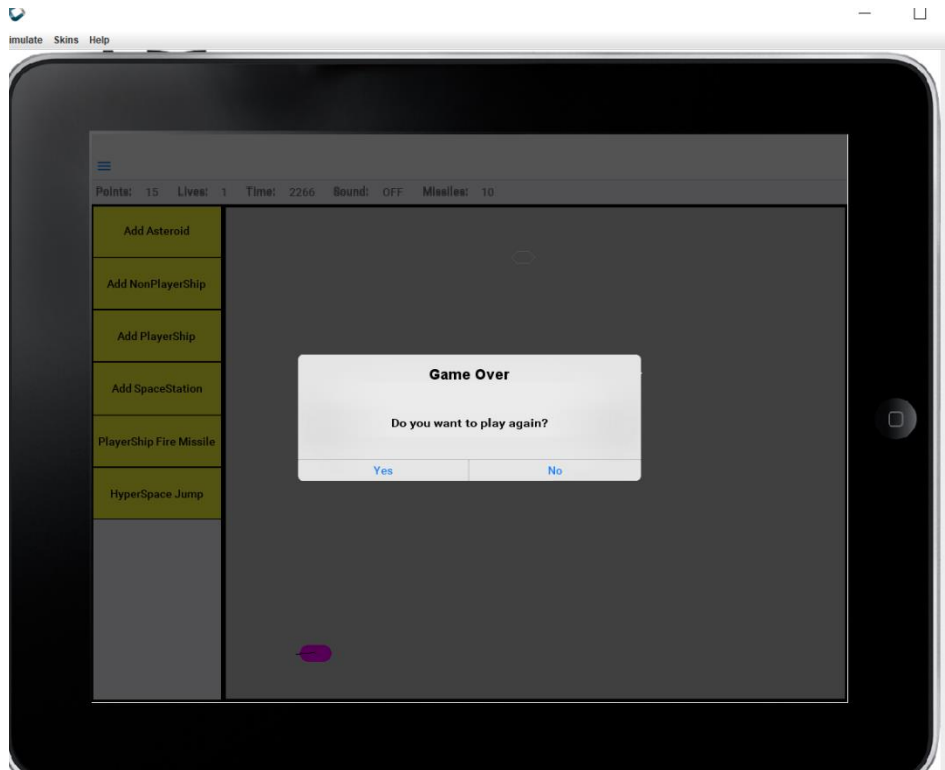
NPS Missile hits PlayerShip (both removed from world, player loses life – another PlayerShip created)
(Also note the 2 asteroids on screen)



Two asteroids collide (x button) both removed from world



Game Over.



Next Game initialized (MapView cleared, score reset and lives replenished)

