

3802ICT Assignment 1

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Created in C++ and OpenGL (with libraries FreeGlut and IrrKlang)

Describes

Game-play

The objective of the game is to destroy asteroids as they spawn on the screen by ramming your ship into the asteroid. For every asteroid you destroy, points are added to your score. The asteroids will fly around the screen, bouncing off the edges of the screen and each other. Try to get the highest score!

Controls

The player controls a small ship using the keyboard. The “w” key accelerates the ship in the direction it is currently facing. The “a” key rotates the ship to the left, and the “d” key rotates the ship to the right. The ship will continue to travel based on momentum. If you wish to slow down, the “s” key applies stabiliser thrusters that will slowly bring the ship to a stop. The ship will bounce off the boundaries of the screen.

Scoring

The player is awarded points for colliding with asteroids. The player is awarded a single point per asteroid collided with. There is no maximum score.