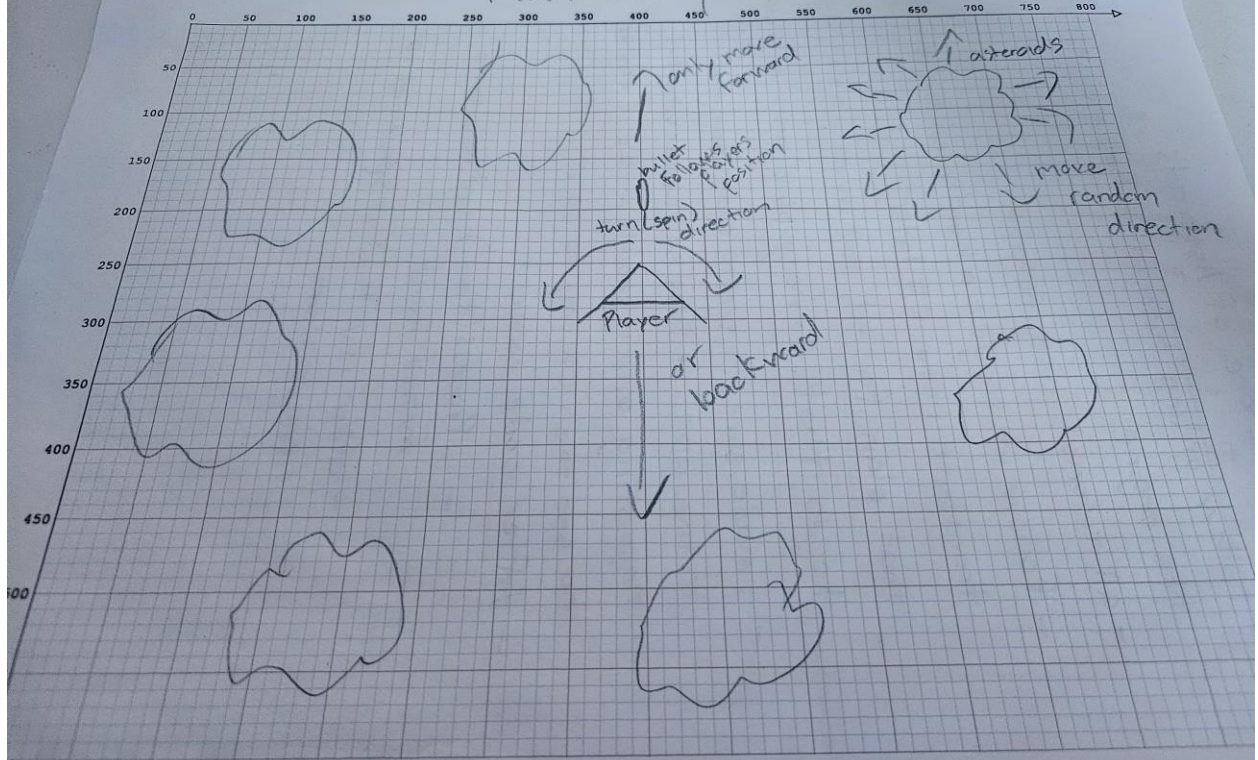


Main Setup



Player

- Keyboard motion
- Connected to bullet sprite
 - moves with player
- collision with asteroid
- when go off screen
respond on opposite side

Bullet

- moves with player
- shot with space bar
- collision with asteroid
 - destroys asteroid
and bullet

Asteroid

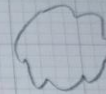
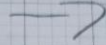
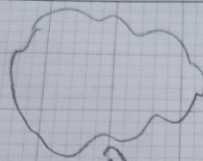
- moves in random directions
 - has random speed
 - doesn't interact with other asteroids
 - hits player ends game
- bullet hits it
bullet and asteroid
destroyed

Game Idea: Clone of Asteroids

- Follow online tutorial to help me learn the engine
- all tutorials use GDScript
- follow it to get a handle on the engine translate it to C# later
- that plan failed, not as easy as I thought to do that. So many build errors came up
- I made sure to write code comments in the GDScript files so I know what is happening and it would make it easier to see the C# way to do it
- After code convert
 - - Process(float) said no suitable method found
 - after I fix that it spawned 10 new problems

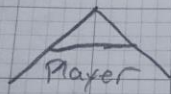
Shooting Asteroid

50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 800



successful
hit creates
3 smaller
asteroids
all travelling
in random
direction

bullet



Player