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Asteroids

I used vectors to move the ship, you can see that in the player class under the update function. it rotates, you can use the arrow keys or the a and d keys if you want. It accelerates with the up key and w, it slowly decelerates when it is not accelerating.

Asteroids are generated in random positions at least 200 pixels away from the player. It loops through positions until the spawn if far enough away. They have random velocity, and move kinda towards the ship. They break into smaller asteroids when hit, the smaller ones die forever though. The asteroids don't really die they they disappear for a bit then come back, this way there is an increasing amount of asteroids the whole time, so the difficulty increases.

Spacebar fires bullets in the direction the ship is facing. The bullets have some spacing in between shots.

Collisions all work. I used circular hitboxes because that worked well with my circular bullets and asteroids.

For above and beyond, I drew some assets, and photoshoped some others. I made randomly placed bushes, though that wasn't too hard. I added sound effects, and background music. The game gets progressively harder as I said before. I’m not sure what you meant by original drifting motion, but my ship decelerates if that’s what you meant. There are multiple random sound effects that play, and the bullets that fire randomly switch between a few different sprites. The asteroids also spin based off the speed and direction of the actual asteroid.