Jack Carrig IGME 671

Final Project Proposal

For my final project, I will be modifying the *Asteroids* game that I made for my IGME 202 class. Currently, there is no sound present in the game, so all of it will need to be provided in this project. I will need sounds for the player’s ship, including movement, shooting, and getting hit. The asteroids will need sounds when they are shot and destroyed. The main game should probably have some ambient sound, and some kind of clicking/selection sound will be needed for the menus.

[Spreadsheet](https://docs.google.com/spreadsheets/d/1cmFCQ-g4cn7WIfnZAR9EQ3fb0f8l2eNkiSLnrqKc8yI/edit?usp=sharing)

[GitHub](https://github.com/JAcarrig/IGME671-Final-Project)