**James P Meeks**

**IGME 202, Section 2**

**Project:**

Asteroids

**Project Description:**

This project is a remake of the classic game Asteroids, built in the Unity engine. The player controls a small fighter navigating a deadly asteroid field. The goal of the game is to survive for as long as possible before your ship is destroyed.

**User Responsibilities:**

* The user will need to avoid getting hit by the asteroids, while destroying them with his missiles to increase his score.
* The arrow keys can be used to control your fighter or you can use the WAD keys. The space bar is used to fire the missile.

**Above and Beyond**

* The missile acts as a missile, and can be controlled as if it was a missile, by using the A&D keys to turn it, and the W key to accelerate the missile.

**Known Issues**

* OnGUI has been acting up, rather than display in the bottom center of the page, the GUI label does not appear. I have placed a small GUILayout in the top right to temporarily display the score.
* Asteroid may sometimes spawn on top of the player, causing them to immediately lose a life
* The missile always appears to be facing up when it is fired.

**Notes and Asset Credit**

* Asset Credit: KenneyNL - <http://kenney.nl/assets/space-shooter-redux>
* Asset Credit: KenneyNL - <http://kenney.nl/assets/space-shooter-extension>
* I am using my Grace Period for this project, due to an unresolved issue with OnGUI I was unable to submit on time.