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Section 4

**Asteroids**

**Description**

This is a customized version of the original game, Asteroids.

**User Responsibilities**

The user simply has to use the arrow keys to move and space to fire. The left and right arrow keys rotate the ship, while the up arrow moves you forward. There are buttons to click on to start the game and replay the game. The ship will turn red when you are being hit. Note that you have approximately one second of grace time after being hit before you can be hit again, so use it wisely!

**Above and Beyond**

What I did for above and beyond was asset creation. I made my own asteroids and ship, as well as heart symbols to represent your life. I also made the game over and game start screens, which change scenes at the click of an on-screen button. I also added ambient noise and sounds when bullets fire/collide with meteors.

**Known Issues**

There is a really strange issue where when the asteroid splits into two, the script seems to ignore the line of code telling it to follow a similar direction to the original and just sends the asteroids wherever it wants to send them. It’s quite annoying but I haven’t been able to figure out why it’s doing it.

**Requirements Not Completed**

Technically the above signals a requirement unfinished, but an attempt was made.

**Sources**

Bullet: <https://opengameart.org/content/sci-fi-space-simple-bullets>

Background Skybox: <https://assetstore.unity.com/packages/3d/props/asteroid-pack-by-pixel-make-83951>

Bullet Noise:

<https://freesound.org/people/marcuslee/sounds/42106/>

Collision Noise:

<https://freesound.org/people/JeffSheep/sounds/399303/>

Running in the 90s:

<https://archive.org/details/RunningInThe90s_201608>

Night of Fire:

<https://mp3co.info/song/12154794/Initial_D_Night_Of_Fire_Niko_1st_Stage_D_Selection_3/#play>