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IGME 202, Section 5

***Assignment:***

Project 2: Asteroids

***Description:***

The project assignment was to make a 2D game in Unity that mimics the gameplay of the 1979 Atari arcade game, *Asteroids*. This project demonstrates various methods to implement collision detection methods, as well as implementing velocity and acceleration to objects as vectors to create movement in a game.

***User Interaction:***

The user interacts with the program by running the program and exploring the randomized setting. The user is first introduced into the project through a static camera, and the left and right arrow keys can be used to cycle through 5 different viewing camera of the project, each showcasing a different feature or view.

Pressing the ‘F’ key will allow the user to enter and leave First Person Mode, in which the user can explore the terrain in first person using the mouse and arrow/WASD keys (as well as using space to jump and shift to sprint).

***“Above and Beyond”:***

The “Above and Beyond” feature for this project was

***Known Issues:***

Sometimes, when the project is run, a random thing will just stop working for no reason. Some times there is no visual player acceleration or deceleration; other times, bullets and asteroids spawn and don’t move at all. The pattern to this issue occurs without rhyme or reason – closing and restarting the project can both cause and fix it.

**LINKS TO BORROWED/USED ASSETS/INFORMATION:**

Pseudocode for circle-to-rectangle collisions: <http://stackoverflow.com/questions/401847/circle-rectangle-collision-detection-intersection>

Jungle grass: