# Game Development for Android, 7.5 c ASSIGNMENT 3

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## Pass features:

1. Sound effects and background music
2. FPS counter
3. Camera-class to manage the viewportMatrix
4. HUD to display the current level, and asteroids left
5. 3 distinct asteroids; a small, medium and large
6. Asteroids break apart when hit. Big asteroids break into smaller asteroids that move faster.
7. Particle effects for explosions
8. Load the shader code from the filesystem

## Pass with distinction features:

1. Implement levels (or "waves")
2. Mesh.java collision hull-member
3. Got rid of the auto-fire
4. Shader-class that can load GLSL-source code from the filesystem, build a shader program and provide an interface (Shader.java, VertextFormat.java)

Credits

Sounds and music:

* https://freesound.org/people/timgormly/sounds/170146/
* https://freesound.org/people/timgormly/sounds/170161/
* https://www.bensound.com/royalty-free-music/track/extreme-action