

For my game, I decided to make a very simple planet shooter. I am a huge fan of all things space so I thought that if I wanted to make a game, but needed it to be simple because of my current knowledge level, I may as well make it as visually pleasing as possible. In this game, the player shoots the moon at the Earth. The moon and Earth have physics so when they collide, both are affected, and there is even a collision effect. There is also a score associated with hitting the planet and the player is able to affect how hard they throw the moon by increasing or decreasing the amount of time they hold the shoot button.

To go into a little more detail about the aesthetics, the sky box is a galaxy-themed sky box and there are ambient space sounds playing around the player. The earth and moon have high-resolution textures atop sphere game objects. There are randomly generated asteroids floating and spinning throughout the area around the player, and there are also stars traveling in and around the player.

I believe this is a game because there are set rules, ones made by way of having a set number of player interactions. It is also visually pleasing and somewhat fun, if only for a short time.

For this game, I used a number of assets:

[Hit Effects](#)

[Ambient Sounds](#)

[Planet Textures](#)

[Asteroid textures](#)

[Space themed skybox](#)

I also used AI to aid in the code writing, specifically the button click actions. I had trouble figuring out how to apply a force multiplier.

OpenAI. (2024). *ChatGPT* [Large language model].

<https://chatgpt.com/c/008e84c8-766b-478f-b6dc-9f6731c0d948>

