**Game Name:** Gaia  
**Genre:** Space-Shooter

**About Gaia**

**Gaia** is a fast-paced asteroid-dodging, space-shooter game where players take on the role of a daring spaceship pilot. Designed to deliver an exciting and skill-testing experience, **Gaia** challenges players to **destroy incoming asteroids** to defend against threats. **Maneuver swiftly and smartly** to avoid collisions. **Achieve high scores** and compete for personal bests.

**Technical Highlights**

* Developed using **MonoGame**.
* Written in **C#**, leveraging object-oriented programming principles for maintainable and scalable code.

**Core Features:**

**1. Shooting to Destroy Asteroids:** Fire projectiles to destroy incoming asteroids, responsive controls for precision shooting.

**2. Moving the Spaceship:** Smooth and responsive movement using **W** and **D** keys for forward/backward motion, using the mouse to aim at targets.

**3. Gaining Score:** Players earn points for each asteroid destroyed. Scores are displayed in real time during gameplay and the final scores are showcased on the death screen.

**Screenshots/Media**

*A blue background with white arrow and grey squares

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