**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 eliminate incoming asteroids.
* Responsive controls ensure precision shooting.
* Projectiles interact with asteroids realistically.

**2. Moving the Spaceship**

* Smooth and responsive movement using **W** and **D** keys for forward/backward motion.
* Use the mouse to aim and look at targets.

**3. Gaining Score**

* Players earn points for each asteroid destroyed.
* Scores are displayed in real time during gameplay.
* Final scores are showcased on a results screen at the game's end.

**Screenshots/Media**

*(Placeholder for adding images of the game, a demo video, or gameplay GIFs.)*