Matthew Sze-Tu

IGME 202. Section 5

Assignment:

Asteroids

Description:

This project simulates Asteroids, with a ship that wraps across the screen and asteroids that can be shot or collided with. Original here: <http://www.freeasteroids.org/>

User Responsibilities:

User moves their ship around with the arrow keys and fires with spacebar. Asteroids are spawned at random locations and move across the screen with random velocities and directions. Shooting an asteroid earns you 20 points and causes it to split into 2 smaller fragments that travel in the same general direction as their parent asteroid. Shooting the fragments destroys them and earns you 50 points. Crashing into an asteroid causes you to lose a life. Losing 3 ends the game. Lives and scores are displayed on the top left.

Above and Beyond:

Shooting a projectile, hitting an asteroid, and crashing into an asteroid all use sound effect, added after I learned how to use AudioSources and AudioClips. There are multiple scenes, in this case a title screen, the gameplay scene, and the game over scene. These are all switched between through the use of the enter key, except game over which is switched to after losing all your lives. Crashing into an asteroid causes the screen to shake, which required me to learn how to use the Time class and how to manipulate the main camera.

Requirements not completed:

Everything was completed.

Sources:

Spaceship sprite, made by Baoyzx on trzcacak: <https://www.trzcacak.rs/imgb/xxwhJT/>

Asteroids, by surt on OpenGameArt: <https://opengameart.org/content/shmup-ships>

Projectile, on PixelArtMaker: <http://pixelartmaker.com/art/273c0cc6a0eefca>

Shoot sound, made by bubaproducer on FreeSound: <https://freesound.org/people/bubaproducer/sounds/151022/>

Crash sound, by sharesynth by freesound: <https://freesound.org/people/sharesynth/sounds/341238/>

Notes: None