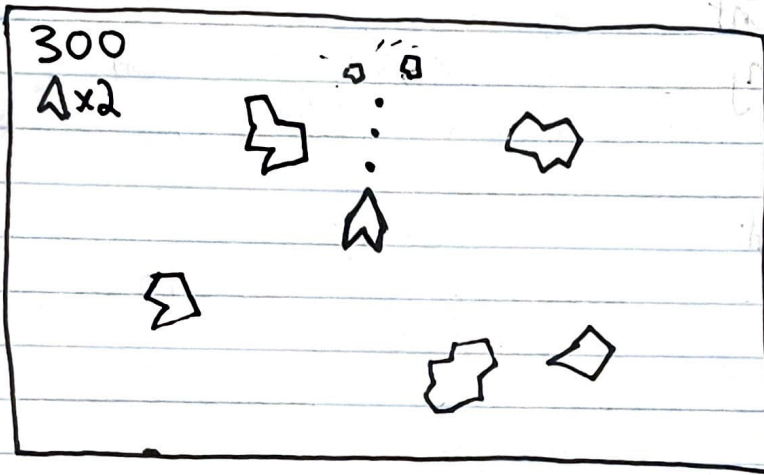


Asteroids

Assignment #5

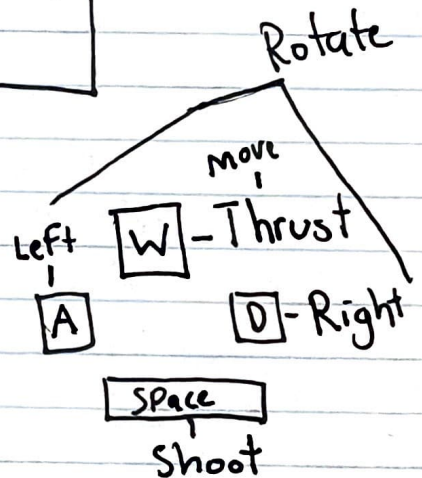
➤ A Space themed game where players control a triangular ship in the middle of a minefield of space rocks. 5 inputs- Left & Right, Fire missiles, thrust and hyper space (teleport). player must dodge and blast the asteroids. Asteroids get smaller and multiply when hit

Score - 300
Lives - 3x2



Window Size

[Add Player
~~Area2D~~ RigidBody2D
Collision ~~Shape2D~~ Polygon2D



Collision Polygon2D

Size-

0 x=0
y=-39

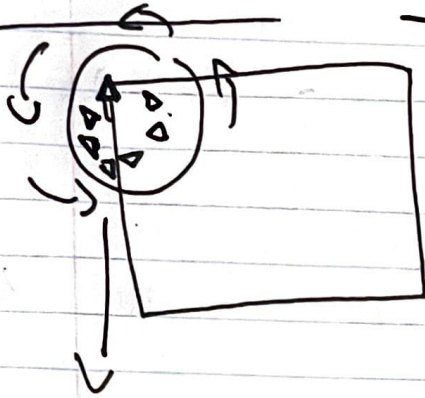
1 x=20
y=20

2 x=0
y=10

3 x=-20
y=20



Issue with rotation.



When Clicking A (Left) or D (Right)
Player moves on Axis that is not
its own.

+ Can't Move Forward

Set my player

↳ EP1

↳ Rigidbody2D → To Position 0, 0

↳ CollisionPolygon2D

↳ OGun*

RotationSpeed = 100 - WAY TOO FAST
= 10x
= 5✓

Getting Player to move Forward.

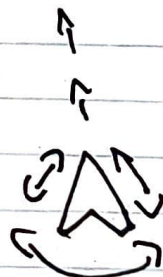
Players moving but point of body is
facing wrong way.



(Set spriter and other players parts to
Point down) →



Player now moves correctly
+
Rotates

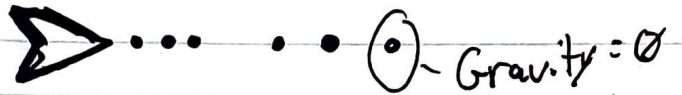


Need to make Player Floaty / GLIDE ✓

● Bullet

☐ Bullet Sprite

☐ CollisionShape2D

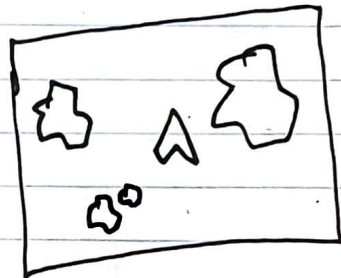


Asteroids Spawning + Splitting

○ = CollisionShape2D



=



Once asteroid is shot it splits into two smaller asteroids. Once smaller asteroids are shot they disappear. + Score

Running out of Time

Asteroid will not take damage or disappear ✓

Bullets disappear when asteroids shot ✓

~~They die~~

↓
made asteroid group

Player can Kill enemy but can
Pass through