

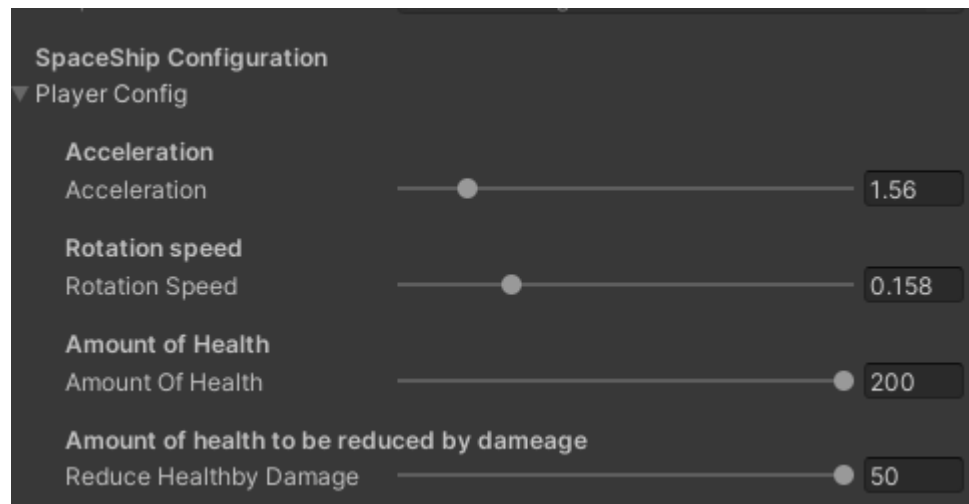
## Test asteroid game info document

### Gameplay Controls:

1. Press the arrow keys or the AWD keys to move the spaceship around
  - a. The W key is used for acceleration/ moving forward
  - b. A and D keys are used for the rotation of the spaceship.
2. Use the spacebar or the left click on the mouse to shoot bullets out of the spaceship.

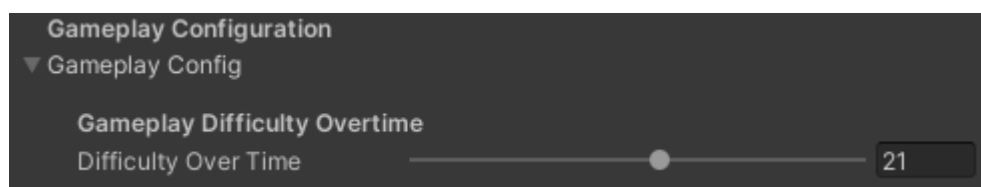
### Gameplay configurable Controls:

1. There are a few configurable settings that can be controlled by the designer to adjust the metrics of the game.
2. The path of the configurable settings is
  - a. Asteroids-LearningYogi\projectCode\Asteroids\Assets\ScriptableObjects\GameConfiguration



The above picture shows the configurations of the spaceship. This includes,

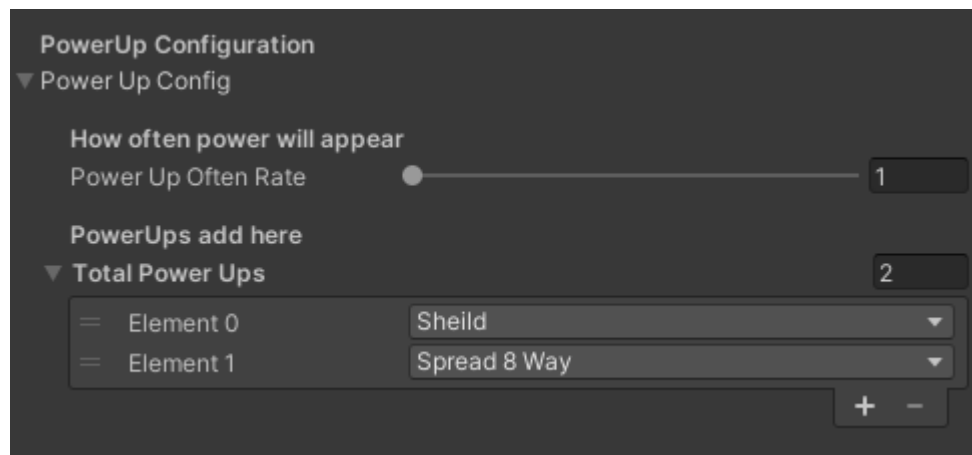
1. Acceleration: Controls the speed of the spaceship
2. Rotation speed: Controls the rotation speed of the spaceship
3. Amount of health: Controls the total amount of health of the spaceship
4. Reduced health by damage: Damage taken by the spaceship when collided against the asteroid



5. Gameplay difficulty overtime: The rate of spawning of asteroids will increase based on this configuration.



6. Steps to be destroyed: Number of times the asteroid will break into pieces when hit by a bullet.



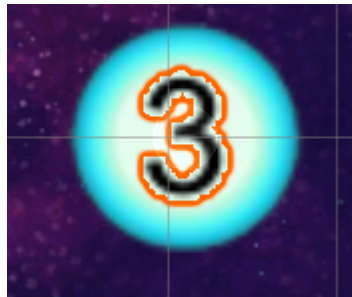
7. How often power will appear: Probability of how often a power up will appear on the screen ranging from 1 being the highest and 3 being the lowest appearance.
8. Total power ups.
  - a. There can be a maximum of 4 power ups in this game.
  - b. There are 2 power ups for now and 2 more can be added on by pressing +, After adding power up you have a list like Shield, Spread 8 way, Linear paint, Circle.
  - c. Shield PowerUp:



- d. Creates a force field around the ship that allows the ship to ignore one damage from the asteroid.
- e. Spread 8 way PowerUp:



- f. Gives the player a weapon that shoots crescent moon shaped projectiles for 10 seconds.
- g. Linear Paint PowerUp:



- h. Gives the player a weapon that shoots paint shaped projectiles for 10 seconds.
- i. Circle PowerUp:



- j. Gives the player a weapon that shoots circle shaped projectiles for 10 seconds.