# Game Operation:

## Controls:

### W or Up:

Thrust Forward

### S or Down:

Reverse

### A/D:

Strafe

### Q/E or Left/Right:

Roll

### Ctrl:

Dive

### Space:

Ascend

### Left Click:

Fire

### Mouse:

Rotate Camera

## Difficulties:

### Easy:

* 10 asteroids
* Slow asteroids
* Shield recharge
* Inaccurate asteroid tracking
* Extra lives every 25 points

### Medium:

* 20 asteroids
* Faster asteroids
* No shield recharge
* Better asteroid tracking
* Extra lives every 100 points

### Hard:

* 20 asteroids
* Fastest asteroids
* No shield recharge
* Best asteroid tracking
* No extra lives

# Special Features:

I spent a lot of time working on the players HUD so that it looked like you were in the cockpit of a ship and all of the player information was a part of the ship.

# Known bugs:

Everything should function, there are some performance concerns with the way asteroid counting and missile death works.

# Assets Used:

#### Asteroids:

#### <https://www.assetstore.unity3d.com/en/#!/content/68611>

#### Cockpit image:

<http://www.scifi-meshes.com/forums/showthread.php?77919-Wings-of-Saint-Nazaire-(Game-Art)-Large-Images!>

#### Crosshair:

<http://opengameart.org/content/64-crosshairs-pack-split>

#### Missile:

<https://www.assetstore.unity3d.com/en/#!/content/72692>

All scripting of missile functionality was done by me.

#### Sounds:

<https://www.freesound.org/people/Bychop/sounds/136881/>

<https://www.freesound.org/people/cydon/sounds/268557/>

<https://www.freesound.org/people/metrostock99/sounds/203264/>

<https://www.freesound.org/people/LimitSnap_Creations/sounds/318688/>

#### Skybox:

<https://www.assetstore.unity3d.com/en/#!/content/25117>

#### Sun Texture:

<https://www.brusheezy.com/textures/49324-surface-of-the-sun-texture>

# What I learned:

I learned a lot of things about working with a physics engine. A large majority of my time was spent making all of the physics look and work well. Most notably the asteroids that react to explosions/missiles that react to explosions around them and react accordingly.