# Assessment Task 4 – Retro Game Design Document

Asteroids go brr

A screenshot of a video game

Description automatically generated with medium confidence

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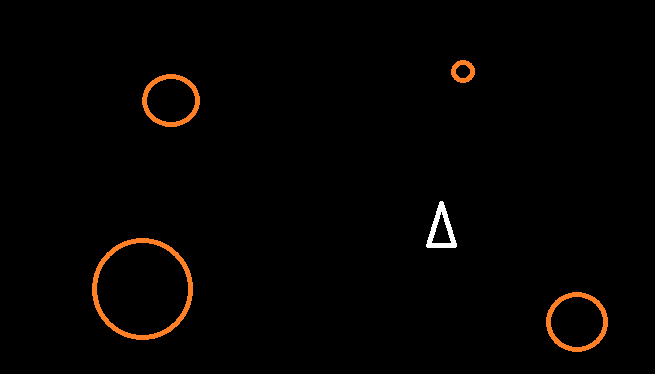
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## Design Concept

The design of asteroids is simple. We just need a triangle representing the player that shoots at circular objects which break into smaller version of itself, or gets destroyed if at its smallest.



In the original game, the asteroids were more varied in shape

A picture containing black, text, font, sketch

Description automatically generated

## Data structures and algorithms used.

## Design of Game

## Version Control