# Assessment Task 4 – Retro Game Design Document

Asteroids go brr

## Mechanics and Design

Asteroids is simple, you control a ship which can rotate and shoot. Holding back will cause you to slow down. Your goal is to destroy all the asteroids.

Using Raylib, we have access to the Vector2 struct built into Raylib which makes life a lot simpler, as we can use the Vector2 to hold most of the movement of both the asteroids, and the player, and also helps with drawing things on screen later, since Raylib has a lot of functions that draw using Vector2’s.