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IGME 202 Section 03

***Title:*** Asteroids

***Description*:** A remake of the Atari game Asteroids (1979) created in Unity. It features an unending game, with an endlessly scaling amount of asteroids that can possibly be spawned.

***User Responsibilities:*** The user plays through Asteroids attempting to get the highest score they can and last as long as possible. The player starts with 3 lives, and a score of 0.

When the player reaches 0 lives, everything except the player despawns, requiring a force close and reopen to play again.

W = Move Forward

A= Turn Left

D = Turn Right

Spacebar = Shoot

***Above and Beyond***:

Player can earn Extra Lives for every 1500 points that the player earns

The max Amount of asteroids that can be spawned at once increases as the player continues to destroy more and more asteroids.

When the player destroys a 1st level asteroids there is a 5% chance for them to receive increased abilities for a short time.

When the player destroys a 2nd level asteroid there is a 10% chance for them to receive increase abilities for a short time.

When the player earns the powerup, their bullets gain a piercing property so that they do not despawn upon hitting one asteroid.

***Caveats or Known Issues:***

Asteroids and the player occasionally don’t wrap, getting stuck in the sides of the screen.

***Notes:***

The assets are all created by me using Inkscape.