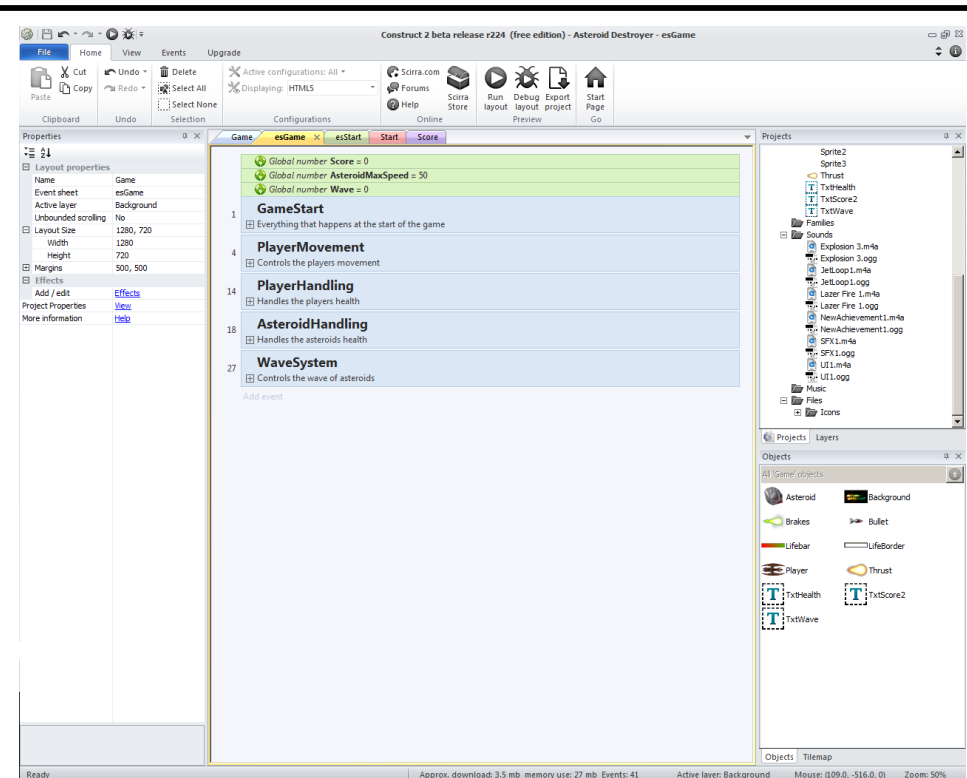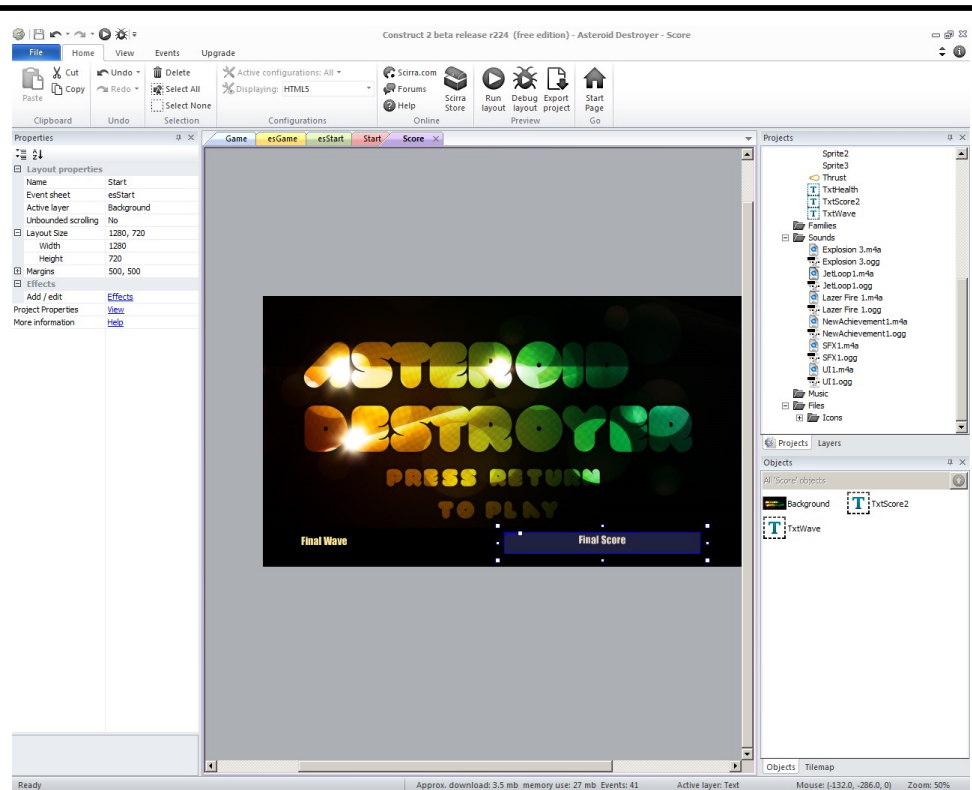Locating and creating assets came first as well as setting names for different parts.

The next area is long and extensive as it covers the creation of player movement, stored variables, object movement, interaction, and game play mechanics.

Next, fixing the overall graphic composition of the game and making the text layouts used to indicate player, health, score, and instructions.
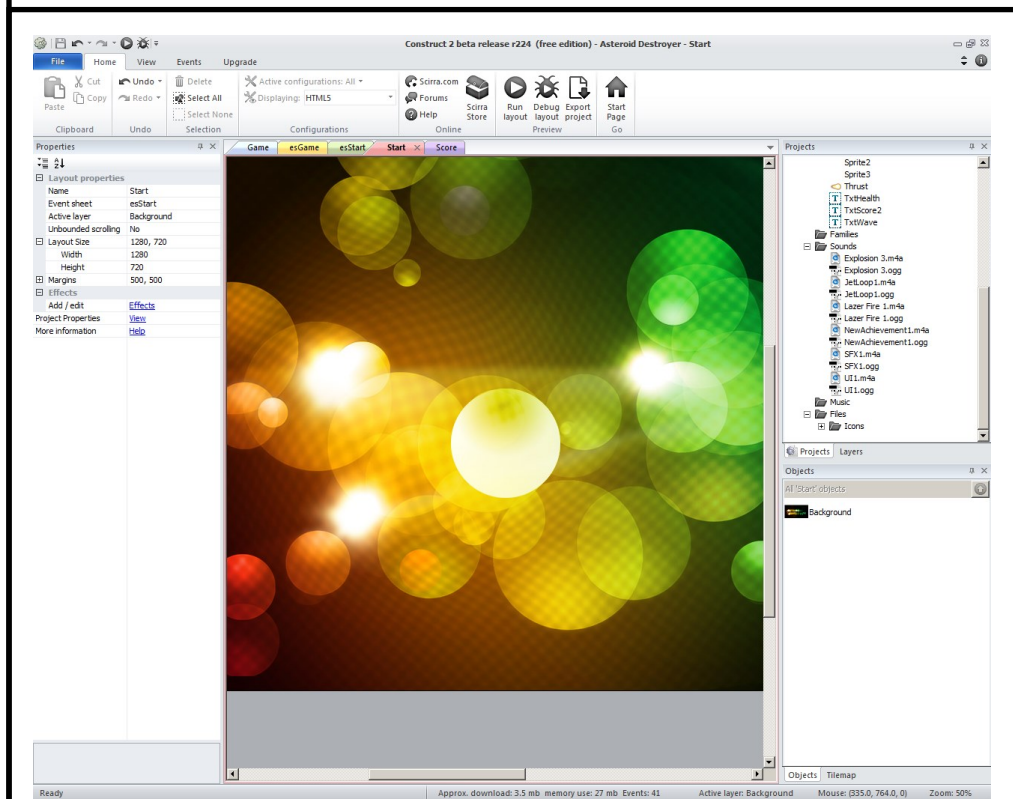
Finally we add transitions for each of the scenes based on key press's or other actions and finish the graphic components like animations.
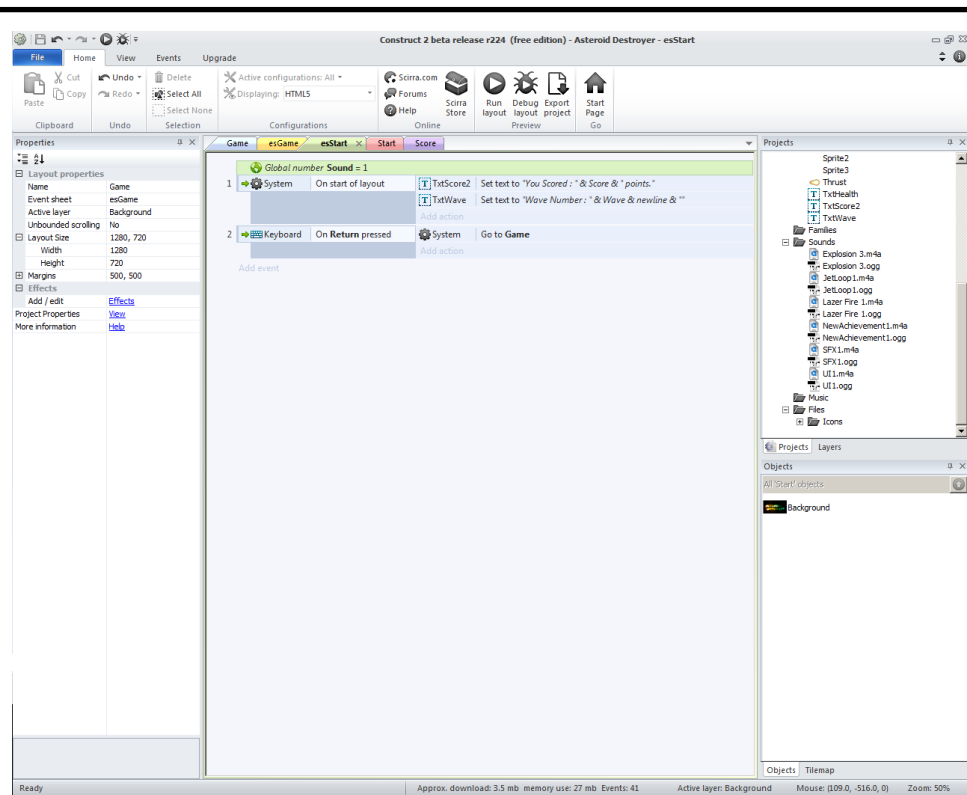
In this section, we add the optional sound to the game to add a little more life to the gameplay and actions.
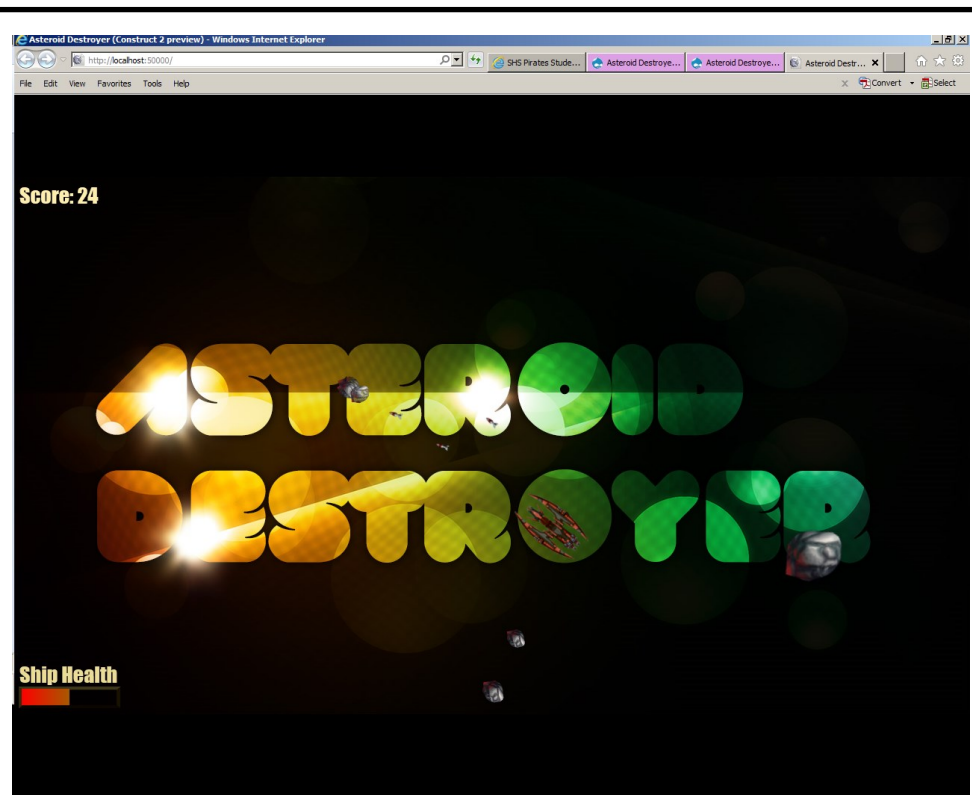
This final picture shows the gameplay of the final product, compare it to the first picture. What you cannot completely see is the wave transition pause with text and the final score screen.

Sebastian. Crowell   Asteroid Destroyer Sprites and Game   4/26/2016