

Assignment 5: 2D Game Engine Project

Seth Rodger Patterson - Process Work

Asteroids is a shooting game set in an anti-gravity space environment. The player must shoot incoming asteroids from all sides to earn points. However, if an asteroid touches the player, they lose health and eventually die. It is important to note that the player cannot leave the designated area, and the camera does not follow the player. Also, all objects in the game explode.

- Asteroids is a shooting game set in space
- The player must shoot incoming asteroids to earn points
- If an asteroid touches the player, they lose health and eventually die
- The player cannot leave the designated area
- The camera does not follow the player
- All objects in the game explode.