PROCESS WORK :

Deconstruction process:

- The measurements of the game are 1920x1100 with a frame rate of 60 FPS.
- It will initiate the asteroid class.

- The main **Program** initiates an asteroid array of 500 asteroids that will move over time with a randomized position between (x=1100, 0-1920 * 50) and size (radii[]={15,25}).

- Declares a GAME OVER Boolean that in case of being false will draw asteroids each frame, however if it is true will clear the screen and show a game over text.

- The **Asteroid()** class contains its position, color, movement, radius, velocity and collision with player.

Workflow:

- The asteroid class is called in the main function in a form of an array, it draws the asteroids in a random position with a random radius and with certain distance between each other. Alfer that, the asteroid will move over time changing its X position creating a field of asteroids for the player to avoid that will increase its velocity over time.

Drawings: