*IntergalacticAsteroidDefender*

**Game Programming I: Jeff Meyers**

**Genre or Style:** Multi-directional Shooter, Arcade

**Game Description Short:** Intergalactic Asteroid Defender is a multi-directional shooter game that takes place in the void of space. Traversing through the ever-expanding space, the player is tasked with the duty to clear the asteroid barrages incoming at the spaceship. Be careful, there might be something hiding behind the belt that the Intergalactic Resistance was not expecting...

**Game Description Long:** IntergalacticAsteroidDefender is a game that came to life with the inspiration of a few classic games. Asteroids the popular stand alone arcade game that many in the 80s enjoyed because of its high score system. At that time the graphics for the games weren’t as near as genuine as they are now. A few years later came a smashing hit Galaga which players still play today in arcade rooms and many classic at home systems. I took these two great successes and wanted to make a game that was similar but with my own twist of a boss battle at the end. With some great free assets online and some coding comes this quickly made game. The objective of this game is to maneuver the player (spaceship) past the incoming asteroids and the “asteroid belt”. All while destroying asteroids and trying to “get past the asteroid field” and achieve the set goal of asteroidsDestroyed and timeSurvived. The main mechanic of the game would be the destroying of the asteroids by shooting lasers, as well as the spawner system and its random spawns. Just past the rapidly approaching asteroids is a boss battle which in this game is represented by a mega asteroid that will be a challenge to take down.

**Credits: Sneh Mehta - Lead Programmer**

**Known Bugs/ Outstanding Additions:**

* **Laser beams are some of the time not being properly rendered/instantiated maybe - causing pauses in the visibility of the shots.**
* **Did not get to implement a “boss scene” or any various versions of a boss due to time constraints**
  + **Will be working independently to provide content to our users and work more on this game.**

**Below Are Some Screenshots of the Game in its various iterations of builds.**





