

File
Edit
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Repository
Branch
Help

Current repository
Asteroids

Current branch
main

Fetch origin
Last fetched just now

Changes 13
History

No branches to compare

GAME IS FINISHED!
 Spoegur • 4 days ago

Asteroid Collision
 Spoegur • Jul 23, 2023

Added Bullet class and lives
 Spoegur • Jul 12, 2023

Fixed Asteroids and Game.cpp
 Spoegur • Jun 28, 2023

Added an Asteroid class
 Spoegur • Jun 19, 2023

Fixed the timer and movement fully
 Spoegur • Jun 9, 2023

Attempt at Timer implementation
 Spoegur • Jun 9, 2023

Fixed movement added timers in game.h
 Spoegur • Jun 5, 2023

Ship Moving and Rotating Kinda
 Spoegur • Jun 1, 2023

Added Header and CPP Files
 Spoegur • May 31, 2023

Creation and Raylib Draw Func
 Spoegur • May 26, 2023

GAME IS FINISHED!
 Spoegur a16b843 60 changed files +2902 -83

Implemented a game over and game reset functionality, also adde

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