# Asteroid Portfolio part 1

# Introduction

The strategy behind this portfolio is to first build the Asteroid game with all its features, these being Split able asteroids, health components and shootable players and enemies as well as an end state even though it was not in the assignment. The Base version is built from the “Asteroids Entity component” version found in the git repo, from week 8’s game lap exercise, I found this to be the most suited base as it was already well prepared for modular design as each “component” was its own separate project.

Controlle skeme is:   
Up - moves the spaceship forward

Left - turns the space ship left

Right - turns the space ship right

Space - shoot a stream of lazers

Enter - resets the game.

# 01 - Service loader.