

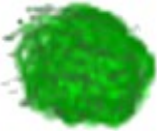






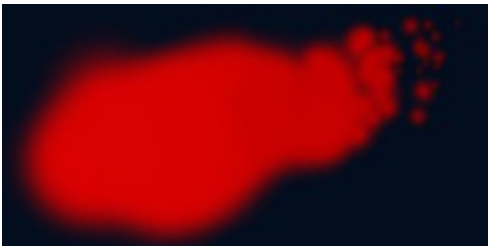
Basic rules:

1. General:
 - Object that floated beyond game's border will be teleported to the opposite side of the screen.
 - Each bullet will disappear after certain amount of time (specific for bullet's type), even if didn't hit its target.
 - There always have to be certain amount of time between each shot. That time can change based on used bullet's type.
2. Ship's rules:
 - Ship is controlled by Player.
 - Ship dies on collision with Asteroid.
 - Ship dies on collision with Alien.
 - Ship dies on collision with Mine.
 - Ship's bullet could destroy Asteroids and is destroyed upon impact with it.
 - Ship's bullet could destroy Alien and is destroyed upon impact with it.
 - Ship's bullet could destroy Mine and is destroyed upon impact with it.
 - Types of Ship's bullets:
 - Type 1:
 - Custom bullet.
 - All rules described above apply.
 - Type 2:
 - Bigger than Type 1.
 - Won't disappear upon hitting Asteroid.
 - Won't disappear upon hitting Mine.
 - Won't disappear upon hitting Alien.
 - Disappears only after specified time passed.
 - Requires longer pauses between each shot.
3. Asteroid's rules:
 - Asteroids bounce off each other.
 - Asteroid kills
 - Asteroid float without target.
 - Upon death Asteroids spawn 2 Asteroids with size category decreased by one:
 - Large – spawn 2 Medium
 - Medium – spawn 2 Small
 - Small – nothing is spawned
4. Alien's rules:
 - Alien dies on collision with Asteroid.
 - Alien dies on collision with Ship's bullet.
 - Alien periodically shoots at Ship.
 - Alien periodically moves in random direction.
 - Alien could periodically try to dodge Asteroid that is near him.
 - Alien's bullet passes through Asteroid.
 - Alien's bullet passes through Mines.
 - Alien's bullet could destroy Ship and is destroyed upon impact with it.
5. Mine's rules:
 - Mine stays in place until triggered by Ship's presence.
 - Triggered Mine will launch itself towards Ship (that triggered it).
 - After each move Mine has to wait until it could charge again toward Ship and during that time won't move even if Ship is within range.

- Mine ignores collisions with Alien.
- Mine ignores collisions with Asteroid.
- Mine dies on colision with Ship's bullet.
- Mine dies on colision with Ship and also kills that Ship.

Objects:

(Names used were assigned to make clear analogy to original game.)

Graphic	Name
	<i>Large Asteroid</i>
	<i>Medium Asteroid</i>
	<i>Small Asteroid</i>
	<i>Alien</i>
	<i>Mine</i>
	<i>Ship</i>
	<i>Alien's Bullet</i>
	<i>Ship's Bullet (type 1)</i>
	<i>Ship's Bullet (type 2)</i>

Ship's Controls:

Key	Function
SpaceBar	Shoot <i>(Shooting single bullet of currently active weapon)</i>
Q	Switch weapon <i>(Switch to next possible weapon. Currently only 2 available)</i>
A	Rotate Ship to left
D	Rotate Ship to right
W	Start engine <i>(Push Ship forward for as long as button is pressed)</i>

Implemented Features:

(Based on task's description)

- Particles effect for explosions
- Particles effect for shots.
- Sounds of explosions, shots, flying Ship.
- Two different enemies: Alien (from original game) and Mine (new addition)
- Two different weapons: Basic gun "Type 1" (from original game) and "Type 2" (new addition).