The game that we created is a 2d shooter where the objective is for the player to eliminate as many asteroids as possible before they die. The player will be able to move anywhere on the screen whereas the enemies will be only dropping the top portion of the screen. The player will have no lives and will have a screen show up displaying their score once they have died.

The game will consist of player having avoid the asteroids coming at them from the top of the screen. The player has to tap spacebar to shoot whereas there is a cap to how fast they can shoot so dodging is a priority to get a high score in this game.

Use Case Diagram – The player will interact with the game engine when they start the game and interact with a separate menu when the game ends. The non-player characters run of off the game engine.

Sequence Diagram – The player interacts with the game engine as it starts and displays the character and enemies on the screen. In the event of a bullet colliding with an asteroid the asteroid will then be destroyed. Whereas the player colliding with an asteroid destroys the player and causes a restart in the game.