

Allan Ng
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Asteroids

This project is a unity project on remaking the original arcade game asteroids. We need to code our own collision detection as well as spawn asteroids on our own.

You play as the spaceship and the goal of the game is to destroy as many asteroids as possible and avoid colliding with any asteroids. The user needs to use the arrow keys to move. Left and Right to turn and the Up arrow key to accelerate. The Down arrow key is not used. I also added an extra feature to turn on your shields while holding down the Left Shift Key.

For my above and beyond, I added a shield feature where the user can turn on a forcefield, which protects them from asteroids collision as well as destroys the asteroids on contact with the shield. However, this shield is not permanent, it uses up the mana bar displayed at the top left corner right under the health bar. The mana bar will regenerate overtime while you are not using the shield. Along with the shield, I added background music and sound effects when you accelerate, shoot, have the forcefield active, and explosion sounds for when asteroids get destroyed. All the sound effects were obtained royalty free. I also added a title screen as well as a way to go from the game screen to title screen with a click of any button to start the game over again if you wish to play again.

There are no known errors as far as I am concerned.

Sources:

Ship - <http://pngimg.com/imgs/games/starcraft/>

Planets - google searched for free rendered art, can't seem to be able to find them again, but I assure you they were free

Background Music - <https://www.youtube.com/watch?v=foKOqaimVv4>

All other audio - <https://www.freesoundeffects.com/>