

## Ship Controls:

W - move forward  
A - rotate to the left  
D - rotate to the right  
S - activate shield  
R - fire the rocket\*  
T - make the rocket detonate and explode  
Space - fire bullets from the turret

## Turret controls:

< - Rotate to the left  
> - Rotate to the right  
\* The rocket's movement is controlled by the turret. It keeps moving forward until detonated.

My version of the asteroids has multiple features such as:

## Asteroids:

spawn around the screen and move randomly, and can warp around the screen but also randomly. They bounce off of each other (not most of the time), they have different amounts of health based on the type they are (which is based on the graphical representation). There is a special asteroid that gives your power ups once shot down. Additionally if the asteroid is big it will be destroyed into smaller pieces once it gets destroyed.

## Ship and turret:

Ship can move only forward and can change direction by rotation. Turret can only rotate. Ship has 4 lives and each time it takes damage it activates an invincibility shield that protects it for a few seconds. Ship's graphics are different based on how much health it has. More health = better look, less health = worse look.

## Ship's shield and rocket:

When ship has a power up available it can either choose to activate a shield or to fire a rocket. If the shield is activated, it protects the ship and hits asteroids that touch it.

If you fire a rocket you can guide it with the turret controls and then decide when you want to detonate it. Once you detonate the rocket it will destroy everything inside its radius EVEN YOU.

There is probably more smaller feature that I forgot to mention but these are the main ones.









































