

Final Documentation: Asteroids

Author/Developer/Art

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Goals Met:

The game overall has been accomplished. I had changed up what the graphics would be like. Instead of using graphics and textures I decided to make everything procedural. Music, controls, emitters, and interaction is all met per my original plans.

Goals Not Met:

Most of the architectural aspirations I had were not met. I did not get an input agnostic input manager implemented, high scores, or localization.

Struggles:

My main struggle was just finding time to work. Also, not knowing swift and relearning iOS was a struggle. But, this first project helps get that out of the way. Now with some experience the next project can be better architected from the start.

Attribution:

The sounds were downloaded from free [sound.org](https://www.sound.org/)

Background Music: <https://freesound.org/people/djfroyd/sounds/330574/>
Author - djfroyd

Gun Sound: <https://freesound.org/people/bubaproducer/sounds/151022/>
Author - bubaproducerb

Self-Assessment

I'd give my project about 80-85%. The core game is in place, yes, but the game is rather simple. The controls were ok without shooting but as soon as shooting was incorporated the controls felt strange. Most of the work I was hoping to showcase fell away as I spent most of the time just getting gameplay implemented.