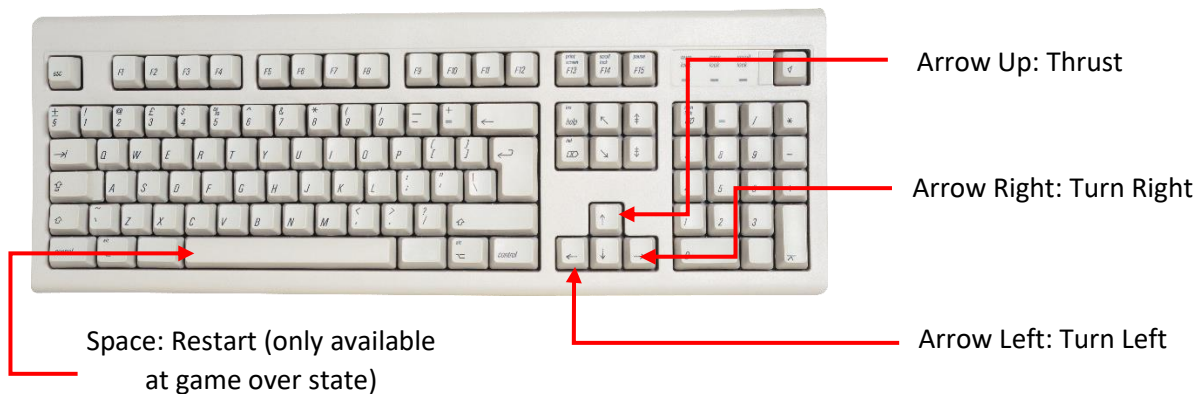


Space Junk

Story

The year is 2577, collecting junk from orbits is what you do best. People's junk is your treasure. You have stumbled across an uncharted asteroid belt which holds many treasures, venturing forth is risky and you know so very well... But you take the risk and end up surrounded with asteroids and meteorites zooming in every direction with unpredictable speeds. You see the treasure that you seek, but what good is any treasure when you can't leave with it? Your only option is to use it... use it to survive. How long can you last?

Controls








How to Play

The ship starts with 3 lives. The ship (player) needs to avoid asteroids and meteorites, if any collisions happen then the player loses a life. When the player loses a life (and at start) the ship becomes invincible for 3 seconds but if all lives are used up, the game ends. However, to pass the current level the player must collect 5 garbage pieces to proceed, this gives the player an extra life.

The number of asteroids increase by 1 every level and after level 2 the number of meteorites increase by 1 onwards. This game does not end (unless you die), it only gets harder as it scales with more meteorites and asteroids. You score 100 for each garbage piece, high scores are displayed on the side of the frame.

Key

	INVINCIBLE SHIP
	PLAYER SHIP
	GARBAGE
	ASTEROID
	METEORITE

How to Run the Game

Open project in IntelliJ, run Game.java in game package.

Notes

The leaderboard.txt file located in utilities package requires an empty field on the last line in order to work.