Games and Game Development

Assignment 3 Phase 2

**What is being delivered?**

In this assignment, as requested, I created a second spaceship that is able to fly inertially, accelerate, rotate and fire missiles. I added an alarm for both spaceships to be able to fire missiles without destroying the spaceships themselves. Every missile has an instance variable called ‘explosive’ which is a Boolean flag that is enabled after firing the missile and a certain amount of time is passed i.e. the missile is no more at the same place with the launcher spaceship. Also, I added a ‘Sun’ to the room which if any spaceship collides with it, they are destroyed. The Sun has a gravity which affects all of the objects within the room.

**Problems:**

Creating the force stemming from the gravity of the Sun was really hard, but I solved it.

**Testing and Results:**

I applied the given test and resulted successfully.

**Controls:**

Spaceship1:

Up Arrow: Thrust.

Down Arrow: Missile firing.

Left and Right Arrows: Rotation.

Spaceship2:

W key: Thrust.

S key: Missile firing.

A and D keys: Rotation.