Games and Game Development

Assignment 3 Phase 2

**What is being delivered?**

In this assignment, as requested, I implemented fuel mechanism for the spaceships and I limited the missiles for each ship. Also, I created a menu in which the players can start the game, quit or replay. Moreover, I added hit points for the spaceships. If that hit point reaches to 100, the spaceship is destroyed. Now, the missiles have 5 hit points. On the other side of the coin, if the spaceships collide with each other, there is no winner, if any of them is destroyed by the sun, the other player wins the game. Also, I changed the gravity for the missiles a little to make them more realistic.

**Problems:**

I needed to think all the possible outcomes for the player actions to be able to choose the winner of the game.

**Testing and Results:**

All the features are tested and running.

**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.

**Note:** The questionnaire and the answers of my friends are in the folder named Questionnaire.