Games and Game Development

Assignment 3 Phase 1

**What is being delivered?**

In this assignment, as requested, I created a single spaceship that is able to fly inertially, accelerate, rotate and fire missiles. At the beginning, I created a background for the room then I created a sprite and an object for the spaceship. Then, using Newtonian Physics, I made the ship to fly inertially, change its speed with respect to thrust and acceleration.

**Problems:**

I thought that the missiles should be affected by the acceleration of the spaceship but I recognized that they should only be affected by the speed of the spaceship.

**Testing and Results:**

I applied the given test. Thrusted 2 seconds, rotated 180 degrees and thrusted again for 2 seconds and came to a full stop.

**Controls:**

There are currently four controls in the game:

Up Arrow: Thrust.

Down Arrow: Missile firing.

Left and Right Arrows: Rotation.