Report

* Initially the player’s spaceship has three lives each of which fetch him full health(100 units).
* **NAVIGATION :**

*LEFT ARROW KEY – SPACESHIP MOVES TO ITS LEFT.*

*RIGHT ARROW KEY-SPACESHIP MOVES TO ITS RIGHT.*

*SPACEBAR – SHOOTS BULLETS.*

* The player has to navigate using arrow keys and dodge the asteroids and destroy them by aiming bullets at them.
* When bullet hits an asteroid , the player earns 50 – (radius of asteroid) points. So a bigger asteroid fetches him less points and smaller one more points.
* When the player absorbs power ups , his spaceship’s health increases by an amount in the range between 10 - 30 units.
* When the player absorbs weapon enhancer , his spaceship becomes capable of firing two bullets at a time for 5 seconds.
* If ,by chance , the player misses an asteroid and it hits his spaceship , its health reduces by an amount equivalent to twice its radius.
* When spaceship’s health drops down to zero , it blows and gets destroyed permanently.
* It then player is left with more lives , then he respawns with full health , but if not so , GAME OVERR !!!.

Description

Background Part -

* The most basic framework carries a nice galaxy background with a background sound urging player to play the game.
* On the top left corner , there is a health meter which shows the remaining strength of spaceship.
* In the top middle , there is a score which displays how much players had scored.
* The top right corner shows the number of lives available to the player.

1. **Player’s SPACESHIP**

* Spaceship is capable of shooting bullets which can destroy enemies(ASTEROIDS) .
* It can absorb powerups and weapon enhancer for 5 seconds.
* Gets hampered on struck by an asteroid.

1. **ASTEROIDS**

* Asteroids behave like enemy to the player.
* Six different asteroids are used of varying radius and capabilities.
* There are three big asteroids which have largest radius . They have maximum possibility of hitting the spaceship .Hence cause more damage but fetch less points.
* There is one medium sized asteroid fetches more points than big one
* There are two small ones which fetches maximum points .They cause lesser damage but are most difficult to hit.
* Whenever an asteroid moves out of game space , a new asteroid spawns somewhere at the top and moves into the space .

1. **BULLETS**

* Bullets help player destroy the asteroids approaching his spaceship.
* Each fire produces a lazer-like sound .

1. **EXPLOSION**

* Explosion occurs when a bullet hits and destroys an asteroid.
* Three different types of explosions are witnessed for larger and smaller asteroids and for spaceships.

1. **POWERUPS**

* These are small energy packets which increases health of player’s spaceship.
* There energizing capabilities lies between 10 – 30 units.

1. **WEAPON ENHANCER**

* These absorbents enables the spaceship to fire two bullets at one time and maximum upto 3 at a time depending on powerups till sometime.
* They last for about five seconds.

Bibliography

The referred sources are :

1.Video Reference - <https://www.youtube.com/user/thenewboston>

2.Game Art Source – <http://www.opengameart.org/>

3.Game Sound Source - <http://www.bfxr.net/>

4.Other Sources – <http://www.htmlcolorcodes.com/>