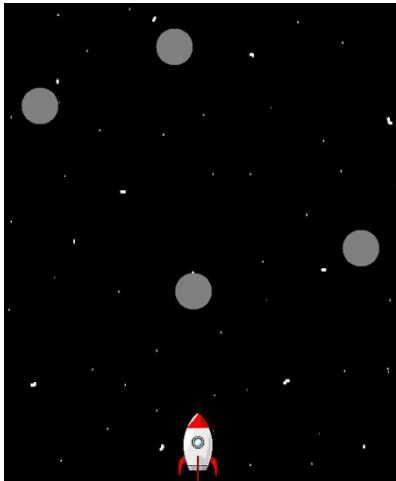


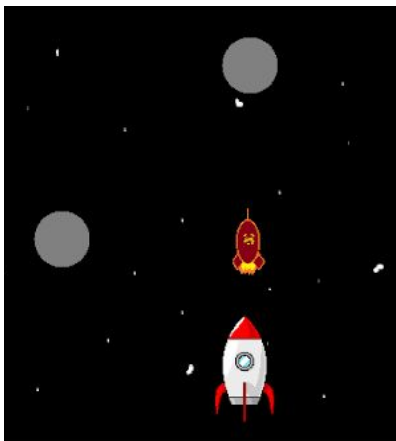
# Asteroid Shooter

By: Eric Lam

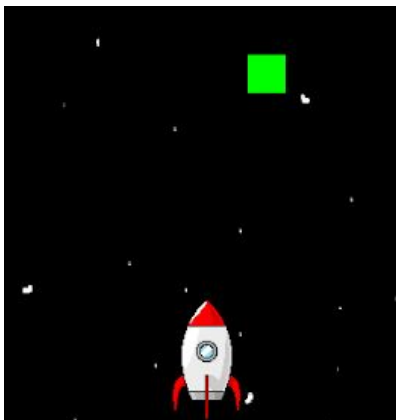
## How to Play



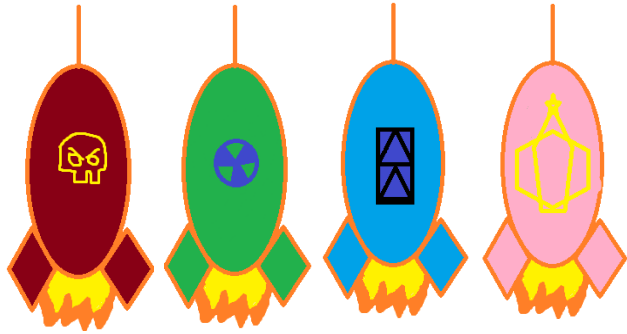
In Asteroid Shooter, the user plays as a spaceship that must survive against a shower of asteroids coming down at the spaceship.



The spaceship is equipped with bullets, capable of destroying these asteroids if the ship is unable to move away from an asteroid on time. However, to conserve energy and power, the bullets have a reload time before the next bullet can be fired (only one bullet can be seen on-screen at a time).



Once in awhile, green squares will fall down the screen. These are called Perks. If the spaceship comes in contact with the Perk, the spaceship will get an upgrade towards its bullets. There are 4 bullets in total, 3 of which are upgrades obtained from the Perk.



These are the various bullets in the game. Each one has its own unique properties that can help survive against the asteroid shower.

From left to right:

**Standard Bullet:** This is the bullet that the spaceship starts with. Destroys asteroids along with itself on impact.

**Big Bullet:** Obtained from the Perk. Destroys asteroids along with itself on impact. Is significantly bigger in size compared to the other bullets.

**Fast Bullet:** Obtained from the Perk. Destroys asteroids along with itself on impact. Moves at twice the speed of any other bullet

**Travelling Bullet:** Obtained from the Perk. Destroys asteroids on impact but the bullet remains intact.

## Objective

The objective of the game is to keep the spaceship alive for at least 120 seconds. The spaceship has 3 lives, located at the top left of the screen. Once the ship runs out of lives, the game is over. At the top right of the screen, there is a timer which will show how long the spaceship has been alive for. Under the timer, it will show the number of asteroids the spaceship has hit.

