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IGME 202-03

Project 2 - Asteroids

**Description:** This project is very similar to the old game “Asteroids”. In this game, the user is a ship and he flies around the screen (with edge-wrap) and shoots the asteroids. If it’s a big asteroid, it splits into two smaller asteroids when shot. The user gets points for every asteroid they destroy and see how far they can go. If the user hits an asteroid, they lose a life. When they die 3 times, they lose the game.

**User Responsibilities:** The user needs to press the Spacebar to shoot bullets and use the Up Arrow Key to accelerate forward. The left and right arrow keys rotate the ship respectfully.

**Above and Beyond:** I created 3 different scenes, each showing different stages of the game. There is a menu screen that prompts the user for the gamemode, a victory screen, and a Game Over screen. I also created two different ways to play the game, there’s an endless mode that will keep on going until the user dies 3 times. The other mode is a point-based mode, where if the user collects 1,000 points, they win the game!

**Known Issues:** I don’t know of any issues with this program.

**Requirements Not Completed:** There are no requirements that I didn’t complete.

**Sources:**  The author is Brett Gregory. The 2D Space Kit link: <https://assetstore.unity.com/packages/2d/environments/2d-space-kit-27662>

The author is “3D.Rina”. The 2D Sci Fi Weapon link:

<https://assetstore.unity.com/packages/2d/textures-materials/2d-sci-fi-weapons-pack-22679>