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IMGE 202, Section 4

Assignment:

Asteroids

Description:

This project is a simple, creative recreation of the Asteroids game that is meant to use vectors for movement and utilizes personally created collision methods.

User Responsibilities:

Upon starting the game, the user must press 'S' to start the game. The user will use the up arrow to accelerate in the direction the ship is facing and can rotate the ship using the left and right arrows. The user will shoot at the asteroids using the Space bar to shoot lasers. The user earns points when destroying asteroids with bullets but takes damage when colliding with the asteroids. Once the players life is 0, the player is taken to the game over screen where they can press 'R' to replay the game without having to restart the executable.

Above and Beyond:

* Added sound effects and background music
* Used Canvas to display text to the user using fonts made by another person
* Created a start and game over screen

Known Issues:

* Not moving the ship when the game first starts and allowing an asteroid to hit will crash the game
* Objects are not destroyed, they are set to inactive
* Shooting at first level asteroids doesn't always spawn second level asteroids
* Second level asteroids don't always spawn after destroying a first level one
* Asteroids eventually stop spawning
* Random second level asteroids appear sometimes
* Even though there is a script that prevents first level asteroids from spawning on top of the ship, it still happens rarely.
* Randomly crashes

Assets and Where to Find Them:

* Start BG Music (Space Cube Loop) - <http://www.dl-sounds.com/royalty-free/space-cube-loop/>
* Game BG Music (Star Master Loop) - <http://www.dl-sounds.com/royalty-free/star-master-loop/>
* GameOver BG Music (Contact Loop) - <http://www.dl-sounds.com/royalty-free/contact-loop/>
* Sprites, BG, fonts, and laser sound effect - <http://opengameart.org/content/space-shooter-redux>
* Explosion sound effects – I got this from 2D class last year and can't find a source. The file is called 1001 Sound Clips and was provided by Jesse.

Notes:

I'm using a grace period. I had trouble understanding how to manage destroying a game object and removing it from a list and the game not crashing so I chose to go a significantly less effective method.