

Reflective Summary Asteroids

Gavin Piva

The Asteroids game is a classic 2D arcade-style game that involves piloting a spaceship through an asteroid field while trying to avoid collisions with the asteroids and other obstacles. The goal of the game is to destroy all the asteroids on the screen while avoiding being hit by them.

Developing a game like Asteroids required a solid foundation in programming concepts such as data types, loops, conditional statements, functions, and classes. I was able to hone my skills in algorithm writing to effectively create this game. This is an example of a fun implementation of Java that I was able to write.

One interesting aspect of the game code is the use of object-oriented programming techniques to define and manipulate the various game objects, such as the Ship, Asteroid, and Bullet classes. The Ship class defines the properties and behavior of the player's spaceship, while the Asteroid class defines the properties and behavior of the asteroids that must be destroyed. The Bullet class defines the properties and behavior of the player's bullets, which are used to destroy the asteroids.

Overall, the Asteroids game code provides an interesting example of how object-oriented programming techniques can be used to create a fun and engaging game. It also illustrates the importance of the effective use of graphics in creating an immersive game experience.