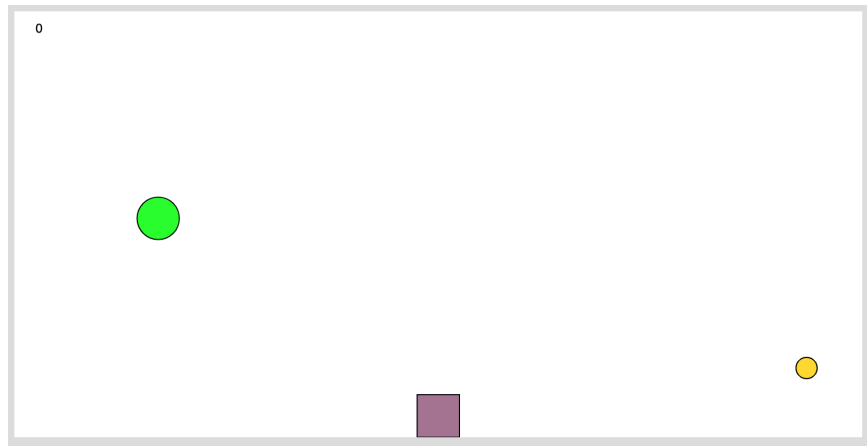


# Assignment: Meteor Game

Apply what you have learned so far to create a game where you avoid flying obstacles.



## Project Brief

Create your first game with p5.js. Create an asteroid game!

- avoid a falling sprite
- keyboard movement
- Check for collisions
- survive to win
- Challenges:
  - add a falling coin sprite to collect
  - Make the game get harder as it goes on
  - Make it icy! Sprite slides on the ground like in Mario Ice levels

Games will be evaluated using the following categories:

- Playability
  - Game works
  - There is a losing condition
  - Sprite is controlled using either the keyboard or the mouse.
- Visual Graphics
  - Custom sprite image or animation.

## Technical Requirements

- Game uses AWSDFJKL or the mouse for player interaction.
- Game uses the p5.play physics engine to detect collisions, apply gravity or friction, and/or check obstacles.
- Use a variable to keep track of points scored.

## Learning Targets

- I can use p5 and the p5.play library to build a browser based video game.
- I can use conditional statements to create win/lose scenarios and check for sprite collisions.