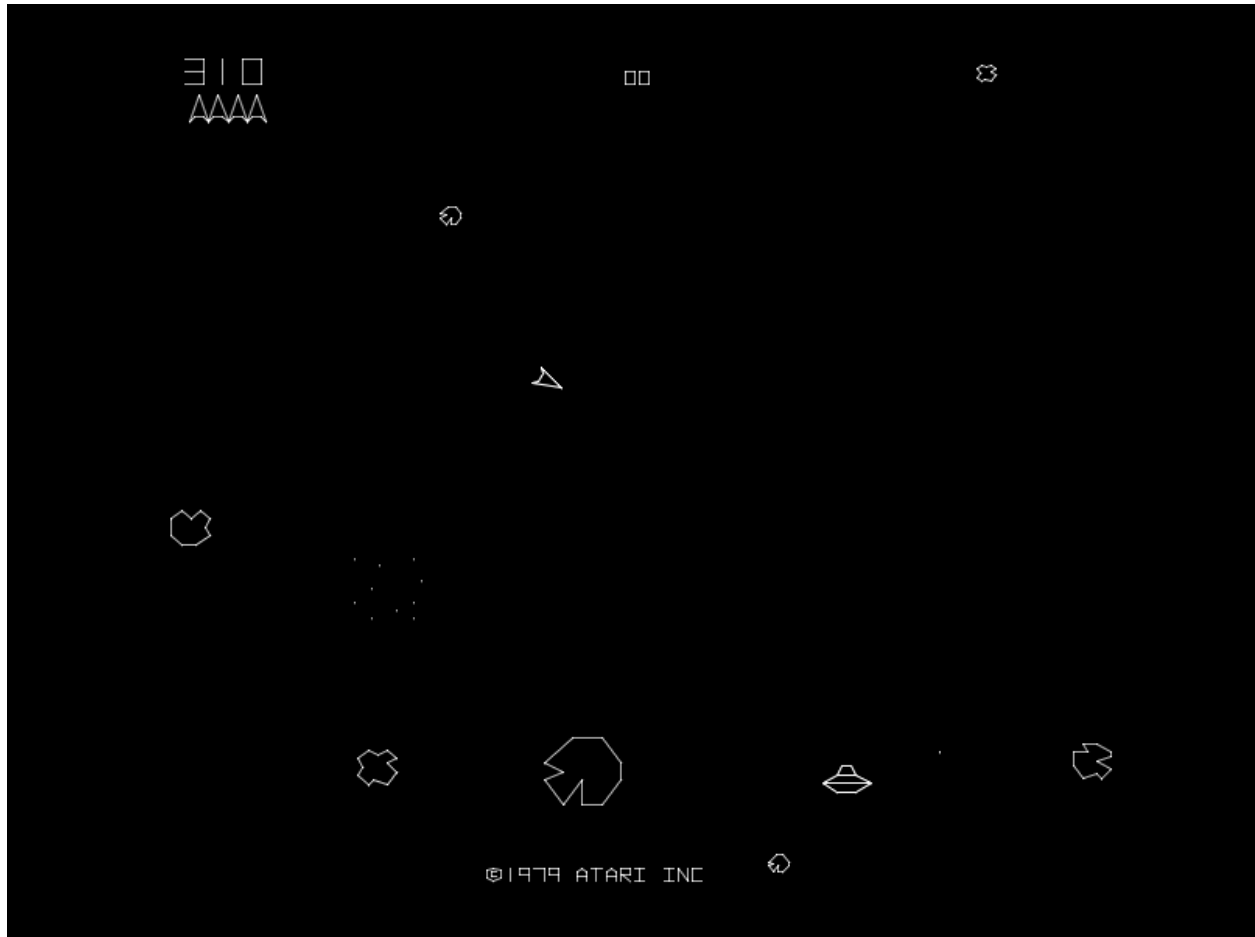


Assignment 03

This assignment is to be completed individually or a group of two.

SET Asteroids

You will write a version of the original Asteroids game for this assignment. The purpose is for you to become familiar with the XNA Framework. Please research the game and implement the game play as close as possible to the original. You may, however, choose to use the original vector graphics look and feel, or update it with a more modern appearance.



(continued on next page)

Minimum Requirements

1. Use XNA for this assignment.
2. You should have options to start a new game, pause/continue an existing game or to exit the program.
3. The game should be progressively more difficult as new levels are started. Difficulty is increased by adding more asteroids and/or increasing the speed of the sprites.
4. You should provide some help facility that also shows your Name, course and assignment title.
5. When an object is destroyed, an explosion similar to the original game must occur.
6. The motion of all objects should be similar to the original game.
7. You can choose any keys to control the motion and firing of the player spaceship.
8. You must implement the use of a controller as an alternative to the keys on the keyboard.
9. Additional spaceships are awarded at the same point levels as the original game.
10. Points are awarded the same way as the original game.
11. You may use a texture for the sprites with a solid colour (other than black) or other texture.
12. The game must be packaged with an installer.
13. As a bonus, integrate the use of a shader and demonstrate an effect other than the basic effects.

Marks will be awarded based on meeting the minimum requirements, smoothness of play and quality of code.

When submitting the assignment, please zip the entire solution folder into a file and submit it as per course instructions.

NM