Main Menu

- Triangles
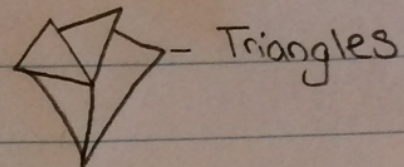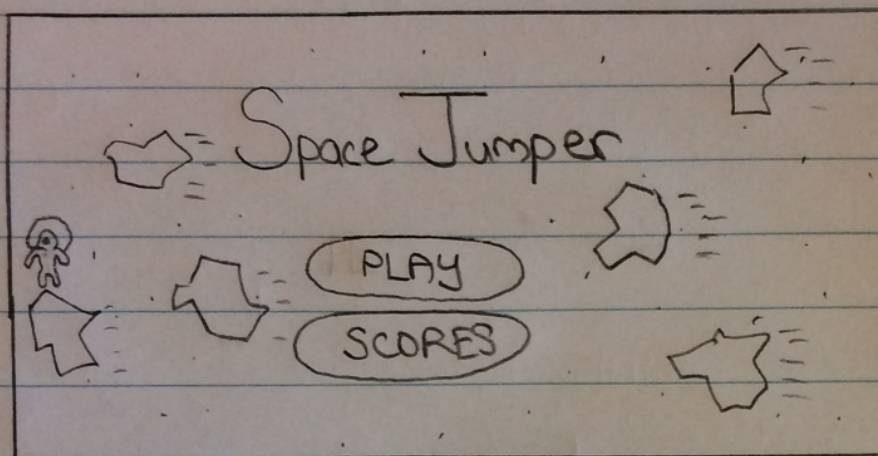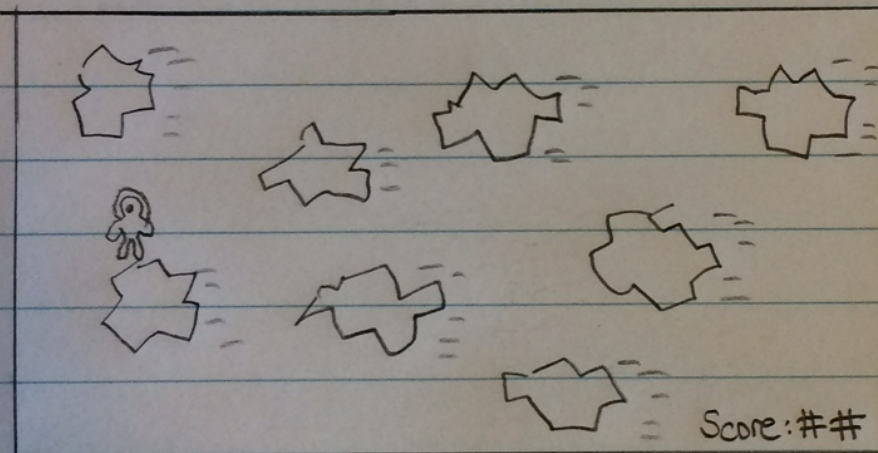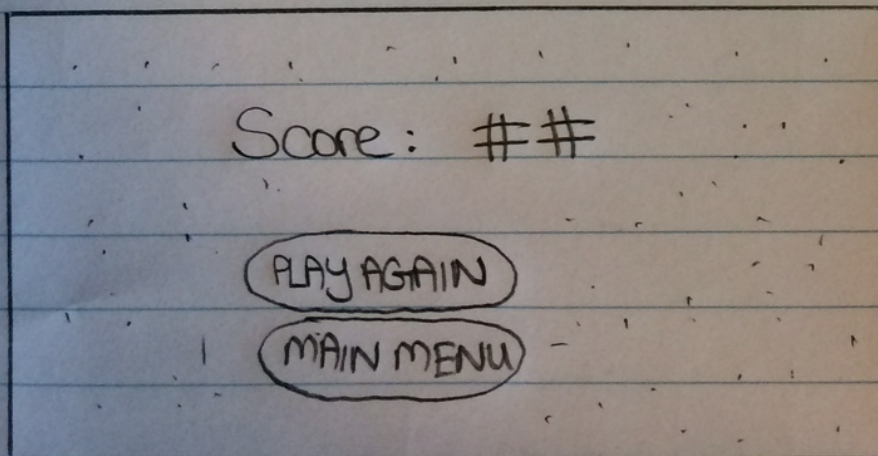
How asteroids will be
constructed
(to avoid irregular obj. collision)

In-Game

Asteroids continuously
move to the left
Some asteroids move faster
and have diff. sizes
Player loses if he/she
falls off the asteroid

Game Over

Score: ##

PLAY AGAIN

MAIN MENU

Score will be time
based.

Scores

High Scores

	Local	Global
1.	- - - -	- - -
2	- - - - -	- - -
3	- - - -	- - -

Local is all scores that are on the device itself. Global is scores of all the players gathered using game center.

Character Design
- There will be three playable characters
  · Blue, Pink, and Green
- The sprites will be from Kenney's open game art pack

Asteroid
- We will use several premade asteroid images
- Adjust individual velocities and speeds for each asteroid

Level Design
- Asteroids will fly to the left, the y position, speed, and velocity will be randomly generated
- We will use an algorithm to always ensure valid movement
- As time passes, the upper bound for velocity will be and lower bound increased