Israel Anthony

IGME 202, Section 1

**Assignment:** Project 2 (Asteroids)

**Description:**

This project is a remake of Asteroids. It follows the basic rules of asteroids with some minor changes such as no screen wrapping for bullets.

**User Responsibilities:**

The user must control the ship using the UP, LEFT, and RIGHT arrow keys to move. UP accelerates the ship forward and LEFT and RIGHT rotate the ship in their respective directions. Space is used to fire bullets at the asteroids that are floating around the scene. The goal is the avoid being hit by asteroids while destroying as many as possible. The player has three lives and can check their score and remaining lives on the top left of the screen.

**Above and Beyond:**

I added a main menu and a game over screen to the project. There is also music that accompanies each of the respective scenes. Another nice touch that I added was the inclusion of little ship images under the “Player Lives” on the top left corner to easily indicate to the user how many lives they have left.

**Known Issues:**

* Sometimes asteroids will be moving along an edge of the screen which will cause a strange effect in which they are constantly wrapping from edge to edge.
  + This may cause the player to be unable to kill all asteroids and unable to advance to the next wave of asteroids.
* The player will shoot two bullets if they shoot while rotating, but this has no effect on the gameplay.
* The background loops but there is a noticeable change after each loop iteration.

**Borrowed Content Links:**

* Space Background: <http://wallpapercave.com/dark-space-background>
* Sprites: <http://opengameart.org/content/complete-spaceship-game-art-pack>
  + Spaceship, Bullets, Buttons, & Asteroids
* Hyperspace Font: <http://www.dafont.com/hyperspace.font>
* Background Music: <http://www.newgrounds.com/audio/listen/708810>
* Menu Music: <http://www.dl-sounds.com/royalty-free/star-master-loop/>
* Game Over Music: <http://www.dl-sounds.com/royalty-free/space-loop/>