Jordan Machalek - Section 5
Project 2 - Asteroids

Summary

This game is a recreation of Asteroids, though having theme more suited for the high seas. A player must survive endless waves of enemy ships sailing the ocean around them by destroying them and any surviving crew with their cannons.

Functionality

The player is able to accelerate their ship by pressing the up arrow key and rotate it by using the right and left arrow keys. Any time the up arrow is not depressed, the ship will decelerate to a stop.

The player is able to fire cannonballs from either the left or right cannons by pressing the A or D keys respectively. Each press of these keys will fire a single cannonball, there being a limit of 8 total cannonballs on the screen at any one time.

The game will end when all of a player's 3 lives have been lost by hitting another ship. The game must be exited completely to restart.

Extra Features

- I probably should have checked whether this was okay to do, but rather than the expected mechanic of the ship shooting in the direction it is facing, the theme is matched by having a cannon on each side.
- Asteroids wrap across screen

Known Issues

- Neither first nor second-level ships face in the direction that they are traveling in.
- Second-level ship movement does not correspond to direction of the ship they are spawned from.
- No functionality exists to prevent new ships from spawning on top of player and damaging them.
- There is only one type of "asteroid." It took me right up to the deadline to get most of the major mechanics working so I ran out of time to put together any more variations of ships or the code to pick between them.

Notes

I had a lot bigger plans for the game, but things kept breaking, literally one thing right after another.

Sources

All game artwork: http://kenney.nl/assets/pirate-pack