

# Project Proposal

Enzo Aguiar      Julio Tain Sueiras

Wednesday, March 30, 2016

## **Extreme Asteroid**

For our project, we plan to expand on our previous midterm and turn it into a asteroid-based game. Meaning instead of a top-down game, now enemies come from all-directions.

The player will be able to rotate  $360^\circ$  degrees, and move in all-directions.

## **Optional**

We also (provided with enough time) want to implement a more realistic physics system