Project Proposal

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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 degrees, and move in all-directions.

# Optional

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