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IGME 202, Section 1

Project 2 - Asteroids

Description:

This project is bee-based take on the classic game, Asteroids. It includes audio in the form of the Flight of the Bumblebee, and it utilizes an invincibility mode, scoring system, and ranking.

User Responsibilities/Functionality:

User must use the left, right, and up arrow keys to control the hive. Left and right rotate the hive accordingly, and the up arrow accelerates the hives movement. If the space bar is pressed, the hive shoots bees in an attempt to destroy the flowers. When the ship becomes a bear, it is in invincibility mode. This lasts for about 5 seconds, allowing the flowers to spawn and the user to move out of the way and reposition themselves. Bullets have no effect when fired in invincibility mode.

Above and Beyond:

* I wanted to keep a fun bee-based theme for this project.
* There is an invincibility mode that allows the user to take no damage and position themselves in preparation for the game.
* There is a ranking system that displays the players rank according to their score.
* There is audio of the Flight of the Bumblebee playing in the background on load.
* A “pew pew” sound plays when the bees are fired.
* I also added a pollen-esque particle system, but honestly it’s not that remarkable .

Caveats/Known Issues:

* All bees fired in invincibility mode have no effect on the asteroids. If they did, the game could be too easy.
* There is a delay in asteroid effectiveness when the game starts up. This is done for a similar reason as invincibility mode.
* Occasionally, two flowers will collide on the hive and cause it to lose multiple lives at once.
* Sometimes the flowers stop moving or get “stuck.” Rare, but it happens.
* The bees occasionally take out the flower and the leaves at the same time depending on where the flower was hit/the path of the bee. This is because the bees to not automatically get destroyed when they collide with an asteroid.

Requirements Not Completed:

* I believe I accomplished everything, but, knowing me, I could have easily forgot a part or not done it to completion.

Sources:

* Flowers: <https://opengameart.org/content/paramecijs-vegetation-base-texture-pack>
* Bee: <https://opengameart.org/content/grumpy-bee-enemy-game-character>
* Hive: <https://commons.wikimedia.org/wiki/File:DeseretBeehive.png>
* Bear of Invincibility: <https://opengameart.org/content/bear-312x312-vector-image>
* Audio: <http://publicdomainaudiovideo.blogspot.com/2010/11/flight-of-bumblebee.html>
  + <http://soundbible.com/1949-Pew-Pew.html>

Notes:

***I AM USING MY EXTENSION***

I had also intended to include other load and end screens, and they are still things I would like to implement in the future.