Kunal Chandan –Asteroids ISP

# Program Description

I will be making an asteroids game. The objective of the game is to dodge incoming asteroids for as long as possible, the name and time will be saved as a high score in a text file, which can be retrieved at any time. The player will use the arrow keys and move their ship on screen as asteroids enter the screen at random points and angles outside the screen. The player will get 4 lives before setting their high score. The player’s ship will also be unable to leave the screen and a timer and health bar will be visible on the top of the screen.

# Programming Details

Asteroids will require variables to store the dimensions and locations of all objects within the frame including asteroids, the user`s ship, but the screen`s dimensions will be stored as constants. Decisions will be used to prevent the user from moving off the screen, moving the spaceship with user input, collisions with asteroids and storage of high scores. Repetition will be used to create and launch asteroids. Arrays will serve the special role of storing the positions of all asteroids.

Methods and graphics will organise code into graphics, movement of asteroids and user input. The methods will organise the code and separate graphics, event handlers and file readers.