

Space War: Progress Report

Assignment 3 Phase 2

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Progress Report

The development of phase 2 is completed and the only test passed successfully: the ship can throttle and enters a stable orbit. I tried many different constants combinations but I could not find one where the ship always stay in the window so you may have to adjust the direction before finding an orbit that fits the window.

I also implemented the second ship that can be controlled with wasd keys and fires missiles with Shift key.

Collisions with the sun and missiles have been implemented without any trouble.

The biggest issue was finding good constants for the gravity but I think they are good enough now to make the game playable.