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Project 2: Death Star Asteroid in Red Space

This project is a clone of Asteroid, with everything generated by drawing into a Texture2D and then apply the texture into the sprite renderer. The game features 3 types of parent asteroid and one type of child asteroid. Asteroids are procedurally generated with stroke width as their variant. See the original game at: <http://www.dougmcinnes.com/html-5-asteroids>

**Features**:

* To move the spaceship forward use W or up arrow. The move it backward, use S or down arrow.
* To rotate the spaceship clockwise, use D or right arrow. Rotate the spaceship the other way with A or left arrow.
* To shoot normal bullet toward moving direction, press SPACE
* To aim the mini turret, use the mouse position
* To shoot mini bullet toward direction of the mouse, press LEFT MOUSE
* To restart when game over, press SPACE

**Above and beyond**:

* Generated the spaceship, bullets and asteroids using Texture2D drawing from script
* Random stroke thickness for asteroids
* Designed the Spaceship and Asteroids shape
* 2nd turret for the spaceship, aiming with mouse position, and shooting with left mouse.
* Core bullet are destroyed when leaving the scene, while turret bullets warp inside the scene and get destroyed after a certain amount of time.
* Asteroids rotate randomly as they move
* Asteroids are destroyed when they leave the screen plus an offset
* Unity Canvas UI for score and life tracking
* Player get a life for every 999 points
* The amount of asteroid spawn in the world increase for every 999 points
* Restart function when game is over

**References**

* Drawing circle script
  + Author: Eric Haines (Eric5h5)
  + Type: Reference Script
  + URL: http://wiki.unity3d.com/index.php?title=TextureDrawCircle
* Drawing a solid Circle Script
  + Author: pajamajama
  + Type: Reference Script
  + URL: <http://answers.unity3d.com/questions/590469/drawing-a-solid-circle-onto-texture.html>