## Asteroids Progress Check:

Check the box that describes your level of progress on each of the following tasks below.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Done! ☺ | Almost finished | Lots of progress | A little progress | Have not started |
| Get ship movement turning with proper user controls |  |  |  |  |  |
| Ship accelerates and decelerates |  |  |  |  |  |
| Asteroids are spawned in the game |  |  |  |  |  |
| Asteroids move across the screen using vector-based movement |  |  |  |  |  |
| Bullets move across the screen |  |  |  |  |  |
| Bullets are shot from the ship |  |  |  |  |  |
| Bullets use a timing mechanism (last) |  |  |  |  |  |
| Collisions are detected between Ship and Asteroids |  |  |  |  |  |
| Collisions are detected between Asteroids and Bullets |  |  |  |  |  |
| Asteroids break into second-level asteroids (last) |  |  |  |  |  |
| Ship has health counter or 3 lives (last) |  |  |  |  |  |
| Above and Beyond |  |  |  |  |  |