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IGME202, Section 1

**Assignment:**

Asteroids

**Description:**

This homework assignment has us use/practice with mostly circle collisions and to use vectors to move and rotate objects on screen. I used vectors for the ships/players direction, acceleration, position, and its vector. I used vectors for the asteroid’s and for the ships bullet’s direction, velocity, and its position. I used circle collision on the player/ship, the ship’s/player’s bullets, and all the asteroid objects in game. I have a method in the Collision Manager class that detects all collisions between these three different objects.

**User Responsibilities:**

Just follow the directions on screen. Use the left or right arrow keys to rotate ship, the up arrow to shoot and the space bar to shoot bullets. Press “s” when at the title menu. Press “n” or “y” when you are at continue or retry menu.

**Above and Beyond:**

* Created different menus/ menu states including title, continue, and retry menus.
* Multiple levels that randomly generate a number of asteroids on screen

**Known Issues:**

None