

Readme

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Asteroids

This project was created with “cabal” and the dependencies “gloss” and “random” have been added. There are four haskell files which are in the app directory.

Main

This file contains the main function: `main :: IO()` The images have been loaded in this file. Note that the images were taken from openGameArt.org

Model

This file contains the data types which have been defined to create this game.

View

This file contains the function in turning the game state to a picture.

Controller

This file contains the interaction and mainly impure functions of the game.

How to play

open the file and within the directory in the terminal type “cabal run”. The game will run. In the game there is randomness in the location of the asteroids and the speed of them. The scores of the user will be outputted to the score.txt text file. You can pause and restart the game with the “p” and “r” button repectively. Finally, the asteroids are the enemies. The game also includes explosion when killing an asteroid. The game will end if an asteroid hits the spaceship.

Note: In the last few days I have been changing my making asteroids function but there is a flaw to creating the asteroids. If you play the game you will see that currently only four asteroids will only be created and the game will not produce more. But the game will not crash, the only flaw in other words is that it does not reproduce more asteroids. I have changed my code a lot but cannot figure what the problem is here.