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PROBLEM B

WAR OF ASTEROIDS - Chapter II

Description

Introduction

Have you accomplished your last task? Good. Now, you know how to shoot. But protecting your ship from external attacks is, at least, as important as shooting enemies. You shall know how to use your shield.

Task

Asteroids are coming after you. You can't move nor fire. Fortunately, you have your radar and full energy to activate the shield. Your only goal is to SURVIVE during 3000 units of time! Oh, forgot to say... your energy is already limited (see the Overview).

Have fun!

In this playground, you can use the method `state()` to access the state of your ship and the commands `shield()` and `log(message)`. You must attach an handler (arrow function) to the radar for getting updates on asteroid positions and act accordingly. For that, use `onAsteroidDetected(handler)` which updates you by calling the handler every time an asteroid moves anywhere in the space. (Note: the radar also supports similar handlers for ships within a range of 250 and bullets/bombs within a range of 50. This can be useful later.)

Important notes: asteroids have radius of 8, 16, 24, or 32. Your ship has 20 or 25 (if shield is active).

Hint: in arrow functions context (`this`) has lexical scope. This means that `this` is the `this` from the scope that defines the function, not the context that calls you.