Faculty of Sciences, University of Porto
Department of Computer Science
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Author: José Carlos Paiva
Email: up201200272@fc.up.pt

PROBLEM A
WAR OF ASTEROIDS - Chapter I

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Description

Introduction

Now that you are aware of the rules of the war, I will try to guide you while you become one with your ship.

Task

You will go alone with your ship into the space. I want you to understand the state of your war machine first. So, I will send some fake asteroids to the space and you should shoot at the closest asteroid everytime that you fire. Do not shoot randomly or you will not enter in the battlefield. Since your position and heading are unknown, you need to check the state.

Asteroids will be stopped. Don't crash with them.

In this playground, you can use the method `state()` to access the state of your ship and the commands `thrust()`, `steerLeft()`, `steerRight()`, `shield()`, `firePrimary()`, and `log(message)`.

You can also use a special purpose method `asteroids()` which returns the position of the asteroids sorted by distance to you (Note: this method is only available in this playground). These are all methods of your ship, you should access them with `this`.

Rules are simple. 10000 units of time. 4 asteroids. You die, you lose. You fail more than 20% of your shots, you lose.

Hint: remember that ES6 provides Object Destructuring which can be useful for reading the state. Array Destructuring may also facilitate to get the closest asteroid. Last but not least, query google for Math.atan2(), it will help you a lot.