

Game Objective:

- Playing as a spaceship, the objective of this game is to get the highest score possible by destroying asteroids headed towards earth (past the player ship)

Lose Conditions:

- The player starts out with 5 lives
- There are 3 ways to lose a life:
 - Letting the asteroids hit your spaceship
 - Letting the asteroids past your spaceship
 - Destroying an asteroid and getting caught in the explosion (letting the explosion hit your ship)
- Once the player reaches 0 lives, the game has ended

Player Controls:

- Movement:
 - The player can only move along the Y-axis in a fixed X position
 - To maneuver the space up and down you use the W and S keys or the Up and Down arrow keys
- Shooting:
 - To shoot a laser, press the space bar on your keyboard
 - The player can shoot as many lasers as fast as they want

Game Mechanics:

- The player spaceship automatically goes to its center “rest” position if the player does not press any of the movement keys
- The game progressively gets harder as the user plays:
 - Every 5, 10, 15, 20 asteroids, asteroids come in at a greater rate than before and with a faster velocity
 - The asteroids come in at randomly specified points along the Y axis
- The player cannot move past the bounding boxes on the top and bottom edges of the screen