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IGME 202, Section 1

Assignment:

Asteroids

Description:

This project was designed to simulate the classic game, Atari’s “Asteroids”. There is a small ship that flies around the screen and tries to shoot asteroids without running into any of them itself. An online version of the original game can be found here: <http://www.freeasteroids.org/>

User Responsibilities:

The User must use either the arrow keys or the WASD keys to fly around the screen. The player must also press the spacebar to shoot bullets at the various asteroids. The game is endless, so the objective is to get as high a score as possible.

Above and Beyond:

* Infinite levels – asteroids will keep spawning every time you can take them all out
* Ending Screen – there’s a game over screen where you can either start a new game or quit.
* Canvas – I *do* work with canvas but I’m not sure if that counts

Known Issues:

* The canvas size is a little small for some reason, so the lives and score counts don’t appear at the uppermost top left. They’re a little too close to the center
* Player spawns in the middle regardless of whether there is an asteroid there. This can lead to unfairly lost lives

Notes:

There are no borrowed assets, I made them all myself in photoshop.