

Documentation

Owen King - 202

Asteroids Project

This project aims to emulate the famous atari game Asteroids. A ship flies around the screen shooting bullets at asteroids, that when hit, may explode into smaller asteroids.

To interact with this program, the use must use the left and right arrow keys to rotate the ship and press up arrow to move the ship forward. To shoot, the user must press space. They must also actively avoid flying asteroids.

Above and Beyond: bossteroid

When the player destroys a certain number of asteroids, the scene will change to a boss battle with a giant asteroid. The bossteroid must be shot a certain number of times to be destroyed, and if the asteroid touches the player it's an instant game over. The bossteroid is actively trying to chase the player. If the bossteroid is defeated, the game returns to normal play.

Known Issues

There are index out range errors present however, the game runs fine without them, the background is also very crusty resolution-wise. UI is functional however it is extremely basic.

Uncompleted Items

All Items seem to be completed.

Sources:

For ship:

https://www.freepik.com/free-icon/last-track-left-arrow_768400.htm#term=arrows&page=1&position=8

For Background:

https://ru.pngtree.com/freebackground/vast-night-sky-background_415174.html

For Bossteroid:

<https://peoplepng.com/free-asteroid-png-pic-download/24441/free-vector>

For Game Over logo:

https://www.flaticon.com/free-icon/game-over_75454

Asteroids and bullet made in paint by me :)

Notes: Grace period used for this assignment

