Movie Listing

# How to run

The entry point of the app is the scene called “*main”* inside the folder “*\_Scenes*”.

# Intro

The development process starts with a quick identification and overview of the needed pieces: a parser for the csv file and a UI that will show the entries. To keep this super simple, also because time constraints, when the app starts it parses the csv file and will show right away the listing of entries. The listing will be limited to a number so we can keep memory usage in optimal values.

# Game Design

After some play testing the example game, I made a little sketch of what is the game Asteroids, define the parts that need to be done.

Game is split in waves (levels), in each wave the number of start Asteroids are increased by one. Enemy ships will random spawn and only one at the time. Player will pass the level when all the enemy ships and asteroids are destroyed.

## Parts

1. Scene/map:
   * 2D game with a static top down camera.
   * Borders loop to the other side, i.e. if an object touches up border object will appear in down boCode

I try always to create modular parts with single responsibility, e.g. *Ship* is divided in *ShipInput, ShipMotor,*

## Issues/Difficulties

Replicate the ship movement and tunning the values was a longer process than I anticipated (well, they still need adjustments...). Mostly because it’s not the normal player movement, that I’m most used to, but one that uses the

## Things that would do if had more time

n other objects, etc.

Sounds and probably some background image.