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IGME 202-04

Asteroids

User Functionality

* ‘w’ to accelerate forward the ship.
* ‘a’ rotates the ship to the left and ‘d’ rotates the ship right.
* Left click will fire a bullet in normal mode. It is also used to click on buttons to navigate the menus.
* Spacebar fires a bullet in classic mode.
* The user can go to the controls menu and choose between the classic mode or normal mode which are described on the screen.
* The 'p' key pauses the game.

Reasoning for Design Choices:

I wanted the game to feel surreal and calming which was easy enough with the already spacey feel, but with the added music and sounds, it really set the atmosphere to what I was aiming for. I also didn't like the restricted feeling of only shooting in the direction you're facing, so I implemented the normal mode where you can shoot wherever the mouse is pointing. I also put in upgrades because I wanted to player to feel a sense of progression and getting stronger in the game. Enemies that shoot at you will randomly appear every level to make the game more challenging.

Description of Above and Beyond:

The game utilizes game states to switch between the different screens in the game. I also use inheritance for the classic mode ship, enemy bullets, enemy shooter, and control button classes. Another addition is that my brother wrote and recorded all of the music and sounds in the game. The game also features upgrades that appear randomly when bigger asteroids are destroyed.