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IGME 202 03

Asteroids

List of user functionality:

-spacebar fires bullets

-up arrow moves forward, left and right arrow key turn the ship

-p button on title screen plays the game

Reasoning behind design choices:

* I went with a circle hitbox for my game so that I can implement rotation for my ships
* I came up with my theme thinking about how my programming homework take up so much of my time and that if I don’t spend my time wisely I would be in deep trouble.
* I implemented all my codes and methods inside my classes because I prefer my main tab to be as unclutter as possible

Brief description of above and beyond feature:

Your bullets count a lot. If you use all your bullets and didn’t destroy the last asteroid with your last bullet you lose. I also made my ship drift after you released your up button. There is also multiple levels in this game and a grading/scoring system based on what level you died on.

Requirements not completed

-none that I can think of