Asteroid Evasion

Description:

My game will be a small spacecraft (>) which has to move up and down in an attempt to not get hit by asteroids. The asteroids are randomly generated and go from the right to the left. It will not use qemu os, but instead just plain assembly. It will be made using ascii-art.

Features:

- It has randomly generated terrain (using a random number generator)
- The asteroids will increase speed every iteration of the gameLoop (decrease delay every iteration), but it has a max cap per difficulty
- Some nice menu's for: a higherscore, a help menu, a main menu, a difficulty menu
- It keeps track of the score and shows a highscore per difficulty that is also saved after the game exits
- It has a changeable difficulty level (speed increases faster and the cap of the delay is lower)
- It has a pause button

Code:

- It works with an array that contains all asteroid positions and gets printed every iteration
- The screen gets cleared every iteration to give the illusion of moving objects
- I have a sleep syscall for the delay (it takes x nanoseconds)
- I use ansi codes to change colours and positions
- I changed the termios settings (canonical mode off) to get keyboard input without interrupting

Below are some screenshots of gameplay: