My name is Shravan. And I am here below writing the additional features that I have added to my A7 assignment:

* First of all, I have added a shield image for the given number of frames to protect instant collision just after the continue. Which will give player enough time to get ready till then asteroids will get deleted after colliding with shield.
* I have also added scorecard for more interest so that the player can see his performance and can compete. It gets update and for every bullet asteroid collision he gets positive points whereas on every ship asteroid collision he gets negative points.
* I have also added thruster image, that is whenever the player applies impulse on the ship there is a image which gets into action and confirms that the thruster are working which also creates interest in the players mind.
* I have also added sound effects whenever there is a collision(ship-shield—asteroid) the different sounds are played depending on what type of collision it is. And whenever a bullet is fired it also produces sound.
* And at the end If a player wants to play it again. He can just start a fresh game by pressing a ‘S’ no matter he won OR lost the last game.

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