

ASTEROID ATTACK

Game Manual

Intro

Asteroid Attack is a space-themed multidirectional shooter game designed by JC Hack Club students, aimed for players aged 6+.

It is a recreation of the classical **Asteroids** game released for the Atari 2600 in November 1979. The game was developed using the Unity game engine.

The player has to shoot asteroids, whilst trying also to avoid them by moving the spaceship around. There is only one life and the longer the player plays, the higher the score.

Compete with your friends to see who can get the highest score!

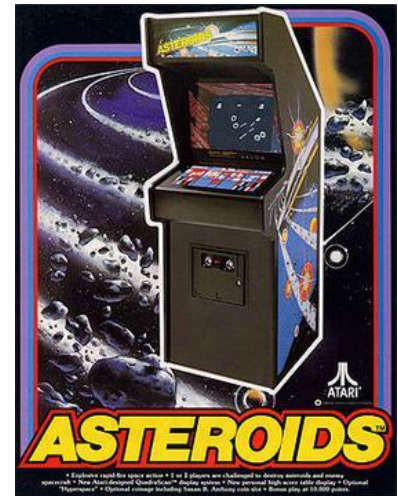


Figure 1 - Asteroids arcade cabinet

How to Play

Once the game loads you will be presented with the intro screen. You have two choices, 'Play' or 'Exit'.

If you navigate with the mouse and press on 'Play', you will start the game.

If you do not want to play the game press 'Exit' and the game will exit.

To play again you need to refresh your browser (F5).



Figure 2 - Main Menu

Flying the Spaceship

When an asteroid approached you can either shoot it or fly away to avoid it.

To fly the spaceship, you need to press the arrow keys. The up/down keys will apply thrust/reverse thrust to the spaceship. The longer you hold the key, the more thrust you apply, and the rocket moves faster.

The spaceship will not stop by itself (zero gravity). Hence you need to stop it by applying reverse thrust by pressing the key opposite to the direction it is flying!



Figure 3 - Asteroid approaching

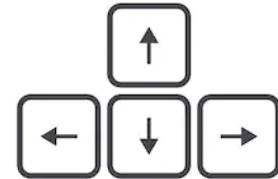


Figure 4 - Arrow keys

Pressing the left/right arrow keys will turn the spaceship in the respective direction.

This might be a bit challenging until you get used to it as the spaceship can continue flying and exit or enter the game screen again.

Shooting Asteroids

To shoot asteroids just press the space bar or touch pad on your laptop. A yellow missile will be fired. When shooting asteroids, they might break into smaller asteroids, until they are destroyed.

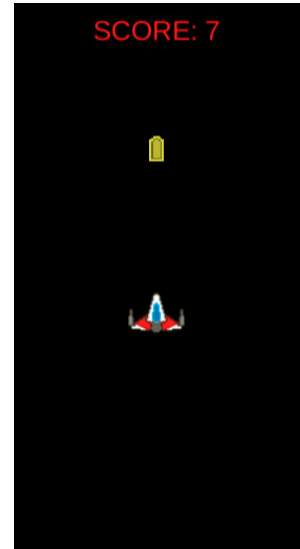


Figure 5 - Shooting missiles

Earning Points

To earn points, you need to shoot asteroids and try to stay alive. Hitting an asteroid will destroy your spaceship and end the game, as you have only one life.

The longer you stay alive the more points you earn! You can immediately play again by pressing 'Retry'.

Exiting the Game

To exit the game after your spaceship has been destroyed, just press 'Main Menu'. This will take you back to the main screen where you can press 'Exit'.



Figure 6 - End screen

Game Development Team

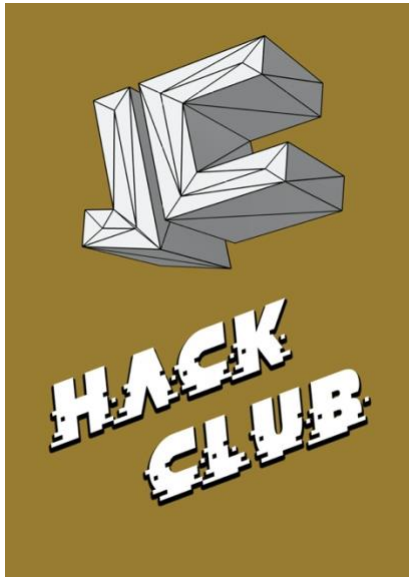
Kyle Apap – Spaceship movement, In-game music and SFX

Wayne Borg – Asteroid spawning code, Team Leader

Javier Mintoﬀ – Intro screen design and background music, game trailer

Liam Spiteri – Missile physics and mechanics

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