

## **6.111 Final Project Abstract**

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### **Team Members:**

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### **Project Description:**

We plan to create a game that resembles the classic arcade game Asteroids, in which a player controls a spaceship in the middle of the screen that shoots and destroys incoming asteroids. If the spaceship is hit by an asteroid, the player loses. To control the spaceship, we are planning to use either a gyrometer or some kind of video input, depending on what seems to work better in our preliminary experiments. To make things more entertaining, we hope to play sounds on events such as firing the spaceship's gun, destroying an asteroid, and losing the game.