3D Asteroids
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Game Description

Overview
3D Asteroids is a 3D multiplayer online game based on the old Atari game Asteroids. Two or more players pilot spaceships that are stuck in an asteroid field in deep space. To survive, the players must dodge or destroy roaming asteroids, UFOs, and other players. The goal of the game is to be the last surviving player.

Controls
The player can use the arrow keys to rotate the spaceship in 3D space, the control key to accelerate forward, and the space bar to fire weapons. As in the original Asteroids, there are no brakes; the spaceship will just gradually decelerate over time. The player’s spaceship is destroyed if it crashes into an asteroid, or it is hit by a weapon fired by another player or a UFO. Possible weapons include photon torpedoes, bombs, heat-seeking missiles, etc.

Gameplay
At the start of the game, the players are placed opposite sides of a sparsely populated 3d asteroid field, with small asteroids moving slowly in random directions and few UFOs. The players have a third-person view of their spaceship. As time passes, asteroids and UFOs are generated in increasing size, speed, and number, raising the difficulty level. Players can fly around and fire their weapons to try to destroy asteroids, UFOs, and each other. Different weapons or other power ups could become available after asteroids or UFOs are destroyed. Each player should have a radar or minimap in order to detect asteroids outside of his field of vision.

Assessment
3D Asteroids has multiplayer spaceship battles in a chaotic environment with cool weapons and explosions. It has elements of skill, strategy, and luck.

Development
3D Asteroids can be programmed in C++ using OpenGL/GLUT. We would need to create 3D models for the player’s spaceship and the UFOs.