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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Sat, 05 Nov 2011 06:40:43 GMT

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So I've been working on a lot lately (homework and my job) but finally today I've been able to slip in some more time, so here are a few updates.

The players ship now has a better bullet effect (the energy rounds spark a bit which leaves a trail, helps the play adjust for their next shot).

I have added in the good old UFO, here you see it hyperspacing into the arena:

And here is a picture of it after arrival:

And here are two pics from my test trials, I was just seeing how well it ran performance wise, in during these pictures there was 200+ comets in the arena and about 40 UFOs floating around: