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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Fri, 12 Apr 2013 16:57:36 GMT

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I'll admit the first 10 levels are rather slow, but it benefits people with a bad connection to the server so they can acclimate to different lag conditions.

Asteroids are round because the collision detection is a sphere, didn't really feel like making use of Ren's collision system because bounding boxes are even further off as far as shape goes. So by making the spherical the player is able to know where they will die.

UFO's are worth more points and have a higher power up drop rate. Most players seem to end up chasing the UFOs around because they can be rather hard to hit, during which time they often get killed by them.

Drones do make it easier, but you only get partial points for kills drones make, so using them actually will hurt your score in general.

Difficulty was never really what the original asteroids was about in my opinion, it was about points and what level you could get to.

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