

Pygame Assignment - Asteroids

In class you saw two demos in pyGame with movement and several objects implemented with lists:

- a) Rain
- b) Non-functioning Asteroids

In addition, you learned how to calculate whether or not two circles have collided.

Use what you've learned to edit the non-functioning Asteroids program so that it allows the following functionality:

- 1) The gun rotates to the left by 10 degrees when the left key button is hit.
- 2) The gun rotates to the right by 10 degrees when the right key button is hit.
- 3) After every frame, calculate which rocks(asteroids) have been hit by bullets, keep track of the sum of the radii of these rocks (representing points earned), remove the corresponding rocks, and return the points earned for the frame. Note that you are NOT supposed to remove a bullet that hits a rock - the same bullet will continue to travel unimpeded and may later hit another rock!

