Defenders of Space
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Overview:
Humans have roamed planet Earth for centuries and during that time, it was rare for asteroids to smash into Earth. Just recently an unusual amount of asteroids have been coming down, destroying planet Earth. If this continues, all of mankind will be extinct!

Luckily, we have a ship specially designed to destroy most of the asteroids in space. But, we need a leader, someone who has precise aim, great handling, and is not afraid of near death situations. If we were to lend you are ship, would you be willing to protect planet Earth by destroying as many asteroids as you can? You are our last hope. So, what do you say?

System Overview:
The game will be built in C++ using OpenGL.

Requirements:
- 2-Dimensional game
  - Single player
- Inputs
  - Keyboard
    - Move using the arrow keys
    - Fire using the spacebar
- Physic implementation such as, gravity, motion, collision detection, and randomly generated objects.
- There will be two types of asteroid objects that the space ship will encounter.
  - Vesta
    - The space ship can destroy Vesta asteroids to clear a path.
  - Ceres
    - The space ship cannot destroy Ceres asteroids so they will have to avoid crashing into them.
- A counter will be kept to keep track of the distance and how many asteroids were destroyed.
- The objects and texture images will be space-themed.
  - We will be texture-mapping spheres to make asteroids.
- Start menu that allows the user to start a game and to view the controls.