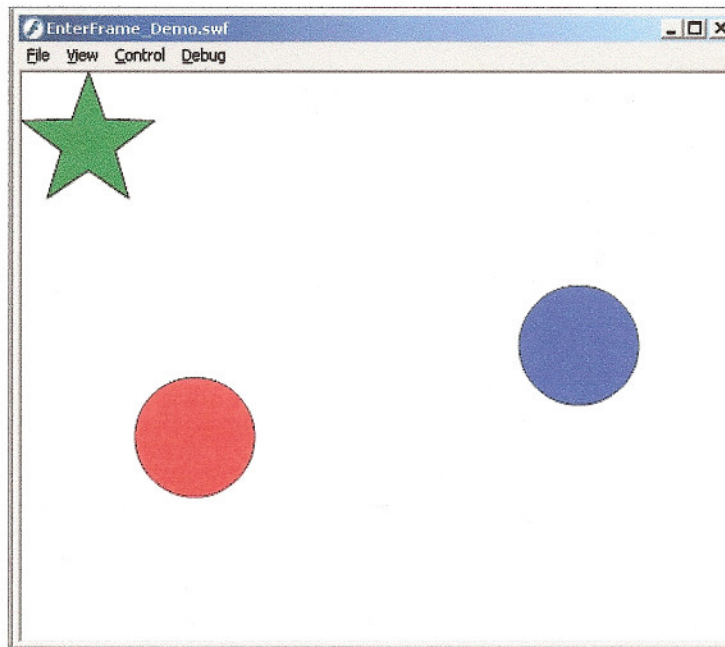


# Assignment 10

Write a Flash "Keep Away" game, with automatically moving "mines" patrolling the stage, bouncing off the sides. The player controls a "ship" with cursor keys, moving it up, down, left, or right in order to avoid the mines. The ship cannot escape the stage. The game ends when a mine collides with the ship.

In this screen shot, the mines are represented by circles and they are moving at different speeds trying to find the ship (the star here, which has found a safe hiding place at the upper left for now).



As time goes on, set more mines in play at different speeds. The final score is the level attained (number of mines) when the ship is finally caught. Create your own images for the mines and the ship (feel free to use the Flash GUI without ActionScript).

Optional enhancements might include enabling the ship to break through to the other side later in the game. This is a "torus universe", where an object moving to the right past the right edge of the stage emerges at the left edge.