



ASTEROID DEFENDER

A uDevGames 2011 Contest Entry by Justin Baldock

To move your space ship use the arrow keys. To shoot press space bar.

This software was created using Xcode and [Cocos2d for iPhone/Mac](#)

Most of the code was adapted from the book [Learning Cocos2D](#) by Rod Strougo and Ray Wenderlich.

[Asteroid Defender home page](#)