Asteroids (with Juice)

Setup

Import and set up project based on in class demo

Audio

- Import Background Music Asset
- Use an AudioSource to play/loop track
- Adjust Volume

- Import & Implement
    1 Shots
    - Thrust (when thrust is held)
    - Bullet (when fired)
    - Asteroid Impact

Replace Basic Shapes & Background with Sprites

- Asteroids   - Ship

- Background   - Flame (On/off with Input)

Adjust Colliders to accomodate new sprites

- Add Explosion Particles for destroyed Asteroids

- Screen Shake when...

      - Player is Hit

      - Asteroid is Destroyed

Adjust Asteroid spawning to continuously happen

Maybe swap "Space" for "upArrow"