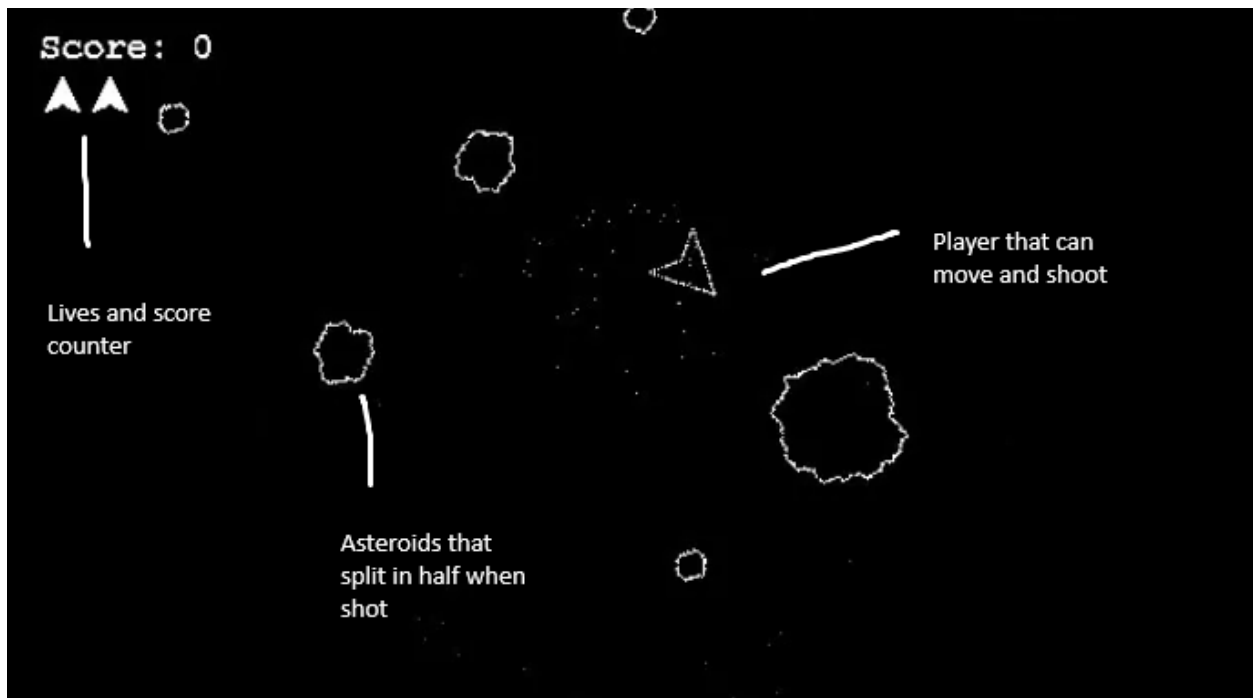


Game: Asteroids



Features to implement:

- Player
 - Controlled by WASD and arrow keys.
 - Smooth movement that slides after no input.
 - Can only move forward and rotate left and right.
 - Gets destroyed and loses life when touching asteroid.
 - Can shoot bullets.
 - Goes to opposite side of screen when falling off screen.
- Asteroids
 - Spawn randomly and moves in one direction.
 - Goes to opposite side of screen when falling off screen.
 - Splits in half when being shot, until too small then vanishes.
 - Gives points when shot.
- Score counter
 - Increases when hitting asteroid.
 - Amount given is based on the size of the asteroid. (smaller is more points)
- Lives
 - Life counter that goes down when you collide with asteroid.
 - Game ends when there are no lives.

Problems:

- Player does not slow down after moving forward.
 - Added a drag variable that lowers the players speed if they aren't moving forward.
- Bullets spawn constantly when holding down spacebar.
 - Changed GetKey to GetKeyDown.
- Bullet don't despawn which fills up the game.
 - Added code to the bullet script to despawn after 2 second.
- Asteroids only move up and to the right.
 - The move direction was only giving positive random numbers, so it couldn't move in a negative direction