List of assets I used in my “Squiggly Asteroids” Project

Player Spaceship (<https://apple.stackexchange.com/questions/170810/is-using-the-sprite-kit-default-spaceship-image-in-my-app-a-copyright-infringeme>)

In game Music – Corneria – Star Fox | Super Smash Bros. Ultimate (<https://www.youtube.com/watch?v=VcKqgDw09NQ&t=50s>)

Main Menu Music (

I used the official unity documentation for any help needed with programming in case I needed to look up certain areas of the C# syntax (<https://docs.unity3d.com/Manual/index.html>)