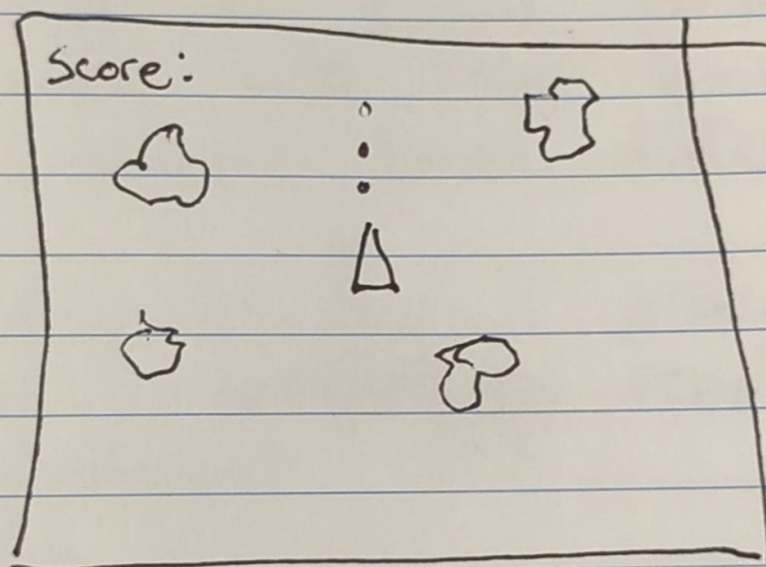


Asteroid Breakdown

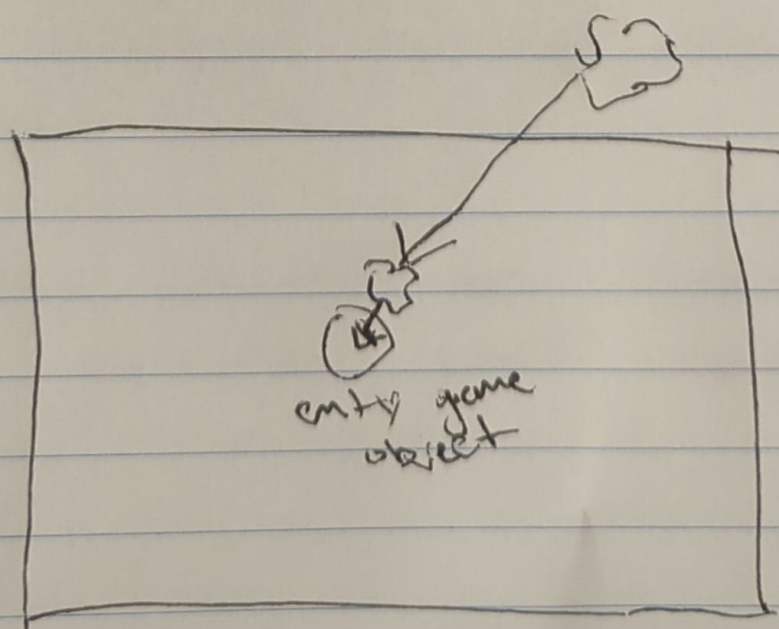
- player is Arrow / triangle
- Zero gravity
- player shoots projectiles
- asteroids come from random directions
- big asteroids split into 2 asteroid on collision
- destroying asteroids gives points
- point amount depends on asteroid size.



- Player will just be triangle with rigidbody and polygon collider
- player has to spawn projectiles in the direction they are facing
- Add force direction \times speed
- also has to take in rotation into account.

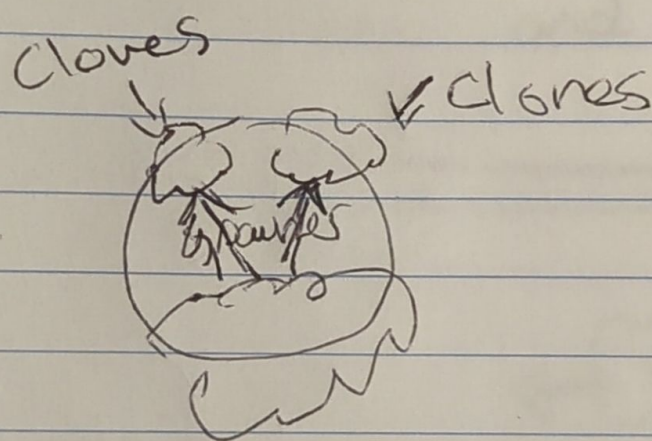
Asteroid game

- One function spawns projectiles inside/under the player
- Another function then shoot them
- Asteroids will also be a shape hexagon
- They have to spawn randomly or in intervals and they have to come into the screen from different directions.
- multiple spawners? place on outside of screen ~~at random~~ random spawner shoots asteroid
- Or one spawner in the middle that spawns asteroid far away and then pulls them into the center at an angle.



Asteroid game

- breaking asteroid on collision with projectile
- Also big asteroid split?
- On collision destroy original asteroid divide it size by 2 and spawn there with random direction and speed
- Clones can be spawned using instantiate and inside unit circle to simulate explosion.



- Game Over screen on collision ~~with~~ between player and asteroids use tags
- destroy player on collision then display game over and restart

Asteroid Game

- ~~asteroid can't leave~~
- have to create border so player can't leave screen bounds
- how to let asteroid through but not player
- Create border and asteroid layers and player layer
- do the same with asteroids so they don't collide and cause too much chaos.

