Resource links

Mouse aim: <http://answers.unity3d.com/questions/1227892/how-do-i-have-my-character-aim-where-my-mouse-curs.html>

<https://raywenderlich.com/61532/unity-2d-tutorial-getting-started.html>

<http://answers.unity3d.com/questions/185625/fire-missile-to-mouse-click.html> acceleration for missile at bottom

Object fragmentation on explosion

<https://www.youtube.com/watch?v=pe4_Dimk7v0&feature=youtu.be>

<https://github.com/mjholtzem/Unity-2D-Destruction>

Spaceships and effects

<https://opengameart.org/content/blue-fire-effect>

<https://opengameart.org/content/space-game-art-pack-extended>

<https://opengameart.org/content/space-shooter-ships-and-sprites-from-the-game-frozen-moons>

<https://opengameart.org/content/top-down-space-ships>

Crosshair

http://imgkid.com/crosshairs-png.shtml