Hack it: Rocket

W​hen you have completed the rocket example from the 'This' lecture, attempt the following extensions.

* C​hange the look of the rocket to your own design.
* ​Alter the rocket to move more quickly or slowly.
* Change the rocket object to use vectors instead of the x, y and thrust values.
* A​dd sounds to the rocket - watch the game project sound video later in the topic first.
* Add a fire method to the rocket object which will shoot a bullet out of the top of the rocket (tricky).