Features:

-Asteroids will spawn within a radius around the player

-Each asteroid destroyed will grant the player more ammo/resources

-Large asteroids will explode and spawn in to 3 smaller asteroids

-Player can move on the X and Z plane, but can rotate with mouse to view all directions

-Each level will contain a different boss with a different border boundary

-Asteroids, depending on level, will move uniformly or randomly

-Player weapon is a laser beam while enemies use slower firing projectiles/ballistics

-Upon defeating a level, a portal will spawn for the player to continue to the next level

3 Bosses:

-Arachnoid that jumps from asteroid to asteroid (in a choreographed manner between static asteroids using navmesh links between them)

-Space pirate ship that moves in a line back and forth on one end of the arena to the other. Launches dozens of drones to swarm the player, blocking vision and doing a small amount of damage. The ship itself uses asteroids it gathers to launch at high speeds at the player.

-Alien Pyramid that slowly rotates