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 in place, with a shield that needs to be destroyed before it can be damaged. It will release combat drones that will attack the player. The pyramid will also launch laser beams at the player.