MoSCoW’d

Must:

* ~~Player(Movements, Rigidbody,)~~
* ~~Asteroids(Movements)~~

Should:

* ~~Bullets (Collide)~~
* Player (Collide, Death, shooting, Spawn(AfterDeath))
* Asteroids (Destroyed, Collide, AstroidManager(Spawn, Destroy))
* Screen(Stay in screen at all times even spawning right after being leaving left etc)

Could:

* Player lives
* Score
* Different enemies
* Enemy Bullets
* Asteroids(Split, Sizes)

Would:

* Powerups(Weapons, Speed, Shield)
* Bosses
* Multiple levels
* Multiplayer
* Better art

Don’t:

* Don’t be a Don’ter, Do be a Doer