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IGME 202, Section 1

Assignment:
Project2_Asteroids

Description:
This project utilizes vectors as a primary concept to recreate an Asteroids game with simulated collisions.

User Responsibilities:
The user must use the arrow keys to move the spaceship around and use the space key to shoot.

Above and Beyond:
I added multiple sound effects that accompany and enhance the experience of playing the game.

Used Assets:
- Laser Sound
  - http://www.freesound.org/people/timgormly/sounds/170161/
- Background Music
  - https://www.freesound.org/people/FoolBoyMedia/sounds/231254/
- Game Over Sound
  - https://www.freesound.org/people/deleted_user_877451/sounds/76376/
- Life Lost Sound
  - https://www.freesound.org/people/noirenex/sounds/159408/
- Asteroid Destroyed Sound
  - https://www.freesound.org/people/Veiler/sounds/264031/
- Game Assets
  - http://opengameart.org/content/complete-spaceship-game-art-pack

Known Issues:
- At a certain point after shooting the asteroids, the collisions between the asteroids and the ship stop working for unknown reasons.
- In the executable, if you press the spacebar and stay in one position the bullets will continue to fire without having to press the spacebar.
- Also when the executable first starts off a bullet fires off immediately without the spacebar being pressed,