# Notes:

The demo should work on any resolution, there’s a few issues I wasn’t able to iron out most notably the asteroids don’t seem to be tracking the player correctly.

# Controls:

#### W or Up:

Thrust Forward

#### S or Down:

Reverse

#### A/D:

Strafe

#### Q/E or Left/Right:

Roll

#### Ctrl:

Dive

#### Space:

Ascend

#### Left Click:

Fire

#### Mouse:

Rotate Camera

# Assets Used:

#### Asteroids:

<https://www.assetstore.unity3d.com/en/#!/content/68173>

#### Cockpit image:

<http://www.scifi-meshes.com/forums/showthread.php?77919-Wings-of-Saint-Nazaire-(Game-Art)-Large-Images!>

#### Crosshair:

<http://opengameart.org/content/64-crosshairs-pack-split>

#### Missile:

<https://www.assetstore.unity3d.com/en/#!/content/72692>

#### Sounds:

<https://www.freesound.org/people/Bychop/sounds/136881/>

<https://www.freesound.org/people/cydon/sounds/268557/>

<https://www.freesound.org/people/metrostock99/sounds/203264/>

<https://www.freesound.org/people/LimitSnap_Creations/sounds/318688/>