# ToDo

1. Add ship thrusting sound at least.
2. Detect when all asteroids are destroyed and start next level with an extra asteroid to spawn.
3. Add extra life after every 10000 points achieved.
4. Add persistent high score.
5. Polish title screen.
6. Add fonts.
7. ============== Extra stuff if time in future =============
8. Create small saucer that shoots more accurately.
9. Ship thrusting.

Large Asteroids: 20 points.

Medium Asteroids: 50 points.

Small Asteroids: 100 points.

Large Saucer: 200 points.

Small Saucer (maybe in the future): 1000 points.

Extra life after every 10000 points.

http://my.ign.com/atari/asteroids