Quest 6 - UI Shooter, Pt 2

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:
- UI Setup
- UI Anchoring
- UI Text (Static and Dynamic)
- UI Buttons
- UI Image
- Gameplay Stats (Health/Damage/etc.)

Summary
This completes the space shooter where instead of controlling the ship directly, the player controls power-ups and stats.

Core Loop Requirements
Inputs/Actions
- Gain Currency from Destroying Asteroids (automatic)
- Spend Currency on Upgrades

Obstacles
- Asteroids fly in the general direction of the player Ship
- Asteroids must be shot down to prevent impact with player Ship
- Asteroid appearances increase in frequency as game progresses

Goal
- Survive as long as possible with the highest score possible

Additional Quest Details/Requirements:
- Use the same project as the prior assignment
- Continue editing - "Scenes/Q5"
- ALL Part 1 details/requirements still apply except when noted below
- UI must adapt for to Wide and Non-Wide aspect ratios
- UI to portray Score, Player Health, Currency, and Upgrades
- Upgrades
    - Firing Speed
    - Missile Speed
    - Hull Strength
    - Repair Ship
    - Points Multiplier