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Assignments

Pass:

1. Not implemented.
2. Implemented, printed through HUD.
3. Implemented.
4. Implemented, entity called Flame.
5. Implemented, deals with all texts.
6. Implemented. Breaking an asteroid creates 2 smaller ones (smallest ones just disappear).
7. Implemented, see 6.
8. Not implemented.
9. Not implemented.
10. Implemented. Loaded from "fragmentshadercode" and "vertexshadercode" under "raw" in the resources area.

Other sources

- **Button art:**
  https://material.io/resources/icons/?style=baseline
- **Lastly, coded together with videos from playlist and course website, creator Ulf Benjaminsson:**
  https://www.youtube.com/watch?v=1ulAvSlMpjE&list=PL71i3l7c3rWxq0Vf6G5L0-1vn6qNOGTzj video 31.
  https://studentportalen.uu.se/portal/portal/uusp/student/student-course?uusp.portalpage=true&mode=detailStart&displayType=courseInstance&adminType=Uppdok&showCourseInstanceParts=true&departmentCode=5240&toolMode=studentUse&showClosedPrograms=false&entityId=194173&semester=20202&sort=sortLabelAscending
- **Some of the code from the link above contains code taken from other sources, also commented in the code.**