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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.**