Game Assets Document

Hero:
We'll need a hero ship that we can alter depending on the power up.
https://www.assetstore.unity3d.com/en/#!/content/73167

Power-ups:
We'll need some sort of icon for each power-up.
https://www.assetstore.unity3d.com/en/#!/content/3
http://u3d.as/U1v (only orb is used)

Enemies:
To start we could just have a basic enemy
https://www.assetstore.unity3d.com/en/#!/content/4392

Bosses:
We need a few unique bosses:
https://www.assetstore.unity3d.com/en/#!/content/46128

Asteroids:
We probably just need the basic asteroid model.
https://www.assetstore.unity3d.com/en/#!/content/6947
https://www.assetstore.unity3d.com/en/#!/content/96444

Background:
We need a background that we can use to form a 3D tunnel.
https://www.assetstore.unity3d.com/en/#!/content/94001

Projectiles:
Laser/missile/bomb for whatever is being shot out of the play and enemies.
Sounds:
https://opengameart.org/content/die-for-the-empire-sound-effects-lasers-bombs-explosions-bullets

Explosion:
https://www.assetstore.unity3d.com/en/#!/content/5669
Need this when asteroid, player, enemies, and bosses are destroyed.