* Assets
  + I got enemy asset from
    - <https://assetstore.unity.com/packages/3d/vehicles/space/star-sparrow-modular-spaceship-73167>
  + I got the explosion effect from
    - https://assetstore.unity.com/packages/vfx/particles/fire-explosions/fx-explosion-pack-30102
  + I made the player ship by myself with blender
  + Font -starsparrow
    - I got the font from <https://www.dafont.com/theme.php?cat=303>
  + Skybox image
    - <https://wallpaperstock.net/starry-sky%2c-stars%2c-universe-wallpapers_w54641.html>
* Code

public void rotationControl()

{

//get location.y from the localposition

float rotationXPos = transform.localPosition.y \* XPosFactor;

//get horizontal y

float rotationXControl = horizontalY \* XControlFactor;

float moveToFront = 90f;

//add to get the fell of ratation

float rotationX = rotationXPos + rotationXControl + moveToFront;

float rotationY = transform.localPosition.x \* YPosFactor;

float rotationZ = horizontalX \*ZPosFactor;

//rotation applied

transform.localRotation = Quaternion.Euler(rotationX, rotationY, rotationZ);

* + }
  + I got the general idea of rotation and quaternions from this youtube link
    - <https://www.youtube.com/watch?v=3RQmzVGI8tQ>
* Game inspiration
  + I got the inspiration from shooty skies which is a shooting game released in 2015 and star Fox which is a spaceship shooter game series by Nintendo.
* Core mechanics
  + There are to core mechanics: shoot and move
    - You should be able to shoot with spacebar
    - You should be able to move with arrow keys
  + Secondary techanics
    - You should be able to pick up extra items like coins and shields.
      * This will be implemented in the future.
  + Inspirations for the encounter and level design
    - The encounter and level design are inspired by Star Fox space.
    - You can watch more details here
      * <https://www.youtube.com/watch?v=2EkVHxE0Y8I>