

## Challenge 3 - Hints and Tips

- The decision to show all Asteroids at all times (rather than spawn new ones when a parent Asteroid is shot) will cause several issues with proper screen wrapping. Solving this can be a bonus challenge for you if you like, but it is not required. We will address it specifically in the solution and in the discussion of debugging in Unity.
- In an initial Asteroid cluster (one Size 3 with two Size 2 children, each having two Size 1 children), each of the Asteroids should always have a collider, and eventually have a Rigidbody when the Asteroid is at the "top-level" (that is, does not have a parent Asteroid). Initially, any child Asteroid should have its Rigidbody deactivated so that its Collider becomes part of the complex Collider of its parent.
- Think about what else could go in the AsteroidsScriptableObject other than just the three models. Scriptable Objects are a great way to allow artists and designers to modify the game without needing help from a programmer.
- If you're going to tackle the Bonus Challenge, using visual debugging tools like `Debug.DrawLine()` and `OnDrawGizmos` can really help!