AIR RAID README - *Kaushik V*

Feature List

1. Plane sounds for gunshot, bomb drop
2. Plane destruction sounds
3. Alien Flak **SQUISH** explosion noise (3D)
4. Building **Crumble** destruction noise (3D)
5. Building Shader effect: Progressive burn on damage
6. Building particle effect: Smoke triggered past certain threshold

Technical Notes

- AudioManager() has been created to mention a player object for conditional sounds
- Flak and Building hold separate AudioSource for singular sound on respective actions
- Shader employs glow across a material, based on a mask texture. The mask controls amount between Shader and default Albedo texture. Shader glow is manipulated in code to achieve desired result.