NOTE: This is just my raw notes, I will go through and fix this up and add better step by step instructions soon.

Open the project and then open the GameScene

I've split up the sprites from week 1 and made 'damaged' versions by duplicating them in Photoshop and drawing cracks on them! Duplicating the layer and using the 'Offset' filter is a great way of doing this.

I kept a note of the original size of each item, and then used the 'grid' method of importing the sprites.
218x164 crate
53x160 pole
89x173 brick
497x75 beam

Take a look at the Sprites and see how they are split up.

I've also created an enemy, which has two sprites - a normal and 'damaged' one.
I've made a score sprite too! We'll get back to these later...

I've swapped over the old sprites from part 1 AND I've also changed the Sorting Layers they are on so we now have Fore/Mid/Background as Scott used previously.

So we want to add the ability to break stuff!
Look at the Destroyable script - explain how it works.

Adding Destroyable to beam, block, crate, pole. Test it!

Look at Sprite Damage - explain how that works. Uncomment the OnDamaged line in Destroyable and explain SendMessage()

Add Sprite Damage to crate, drag on the extra sprites. Test it!
Now add to beam, block, pole. Test those!

Now add an enemy - drag on the sprite. Scale it down a bit.
Add the Circle Collider 2D
Add the RigidBody 2D
Test! (always test a lot)

Now add the Destroyable and Sprite Damage - test again!

Now add the Enemy Script, uncomment OnDestroyed in Destroyable and see the debug line.

Create the Score prefab
- drag the Score on to the play area. Add the Score graphic and press Play to test.
Look at the Score Graphic script

Once happy with the score prefab, drag to the Prefabs folder and remove from the scene.

Go back to Enemy Script and uncomment the 'score graphic' lines - talk about Instantiating Prefabs and then test.

ALL DONE!