

Photon.Pun.Demo.Asteroids.
AsteroidsGame

- + ASTEROIDS_MIN_SPAWN_TIME
- + ASTEROIDS_MAX_SPAWN_TIME
- + PLAYER_RESPAWN_TIME
- + PLAYER_MAX_LIVES
- + PLAYER_LIVES
- + PLAYER_READY
- + PLAYER_LOADED_LEVEL

- + GetColor()