# Obstacles

Game objects that move on the level and collide with the player damaging the ship. They also receive damage on collision or when hit by missiles and will be destroyed when their health drops to zero. Their movement is linear usually.

**Rocks**

**Small Rock**

**Medium Rock**

**Big Rock**

# Collectables

Game objects that move on the level and will be attracted and collected by the player ship when close.

**Clouds**

**White**

**Gold**

**Orange**

**Green**