Changes from Beta:

* As suggested by Darragh after alpha stage, I have changed a lot of code to switch statements, which is much neater
* Darragh & the student reviewers mentioned issues with the ship control, I have tweaked the forces to make it more responsive. The idea of this game is to have a similar mechanic to flappy bird, so the skill is to look ahead and gauge when you should apply boost
* Darragh suggested a ‘restart level’ option on death, which I had attempted at the start of the project but abandoned due to a range of issues with implementation. I tried again, and attempted to simply hide the player object on death, move it, and reactivate it. However this caused some issues, so instead I achieved it by destroying the player object and instantiating a new one based on the option saved in player prefs. I also added a ‘next level’ option on the win screen in timed levels, which does not appear on the level 5 win screen.
* Darragh also mentioned the tooltip flicker – I think I have managed to sort this
* One of the students couldn’t find the controls – I added images of the keys to the help screen to make it easier to understand
* One of the students noted that at the start the spaceship was hidden by the UI – I have adjusted the UI
* I noticed that the fuel drain - which was only supposed to double as long as the double speed key was held – was remaining at double speed when the key was released. This is resolved.
* Darragh noted duplicated code in the StartGame & StartGameEndless functions in GameManager. I moved the duplicated code into its own function CommonGameStart.
* Darragh suggested I tidy up the variables – I have been through the scripts and attempted to group them & add headers as suggested.
* One of the peer reviewers suggested health for colliding with small asteroids – I have implemented a health system where the player starts with a maximum of 4 UFOs (varies depending on level), crashing into asteroids reduces this, and once it is 0 it’s game over. Small asteroid removes 1, medium removes 2, large removes 3.
* One of the peer reviewers mentioned hit boxes – I have enlarged the colliders on the collectable items slightly to make it a little more forgiving