

Asteroids game - mod assignment

3 scripts

- ① Bullet shooting sound? ✓ complete
→ when the ship shoots
- ② asteroids explode sounds? → errors w/ clone asteroids
→ when bullet hits asteroids.
- ③ restart screen? once dead?
→ flash already coded → press ④

Private AudioSource audio

Test bullet shooting w/ player code. ✓

- add a StartScreen? or add play button? ✓
 - use UI add button feature
 - create script for scene management
 - make sure to move the scenes to the correct order.