

Create 2D/3D Asteroids-like game ([http://en.wikipedia.org/wiki/Asteroids_\(video_game\)](http://en.wikipedia.org/wiki/Asteroids_(video_game))).

Assets can be found on google images or <http://opengameart.org/>.

Game structure:

Game should consist of 2 scenes – MenuScene with best score and play button and GameScene with all the gameplay inside.

Tasks:

- Create two scenes – for menu and gameplay
- Menu should contain player highscore and play button
- Gameplay should contain basic UI with scores/lives
- Add some particle effects for explosions

Optional tasks:

- Add some sounds
- Add more enemies/weapons
- Run the game on Android/iOS device