Objective

Add a new functionality to an existing project.

Functionality definition

- Power up called Seeking Missiles that can be used once per level by tapping a button on the screen (Represented by the red square).
- When used it fires 3 (amount configurable) particle balls that seek the nearest unlit blocks and collide with them, lighting them up.
- The Camera needs to take into consideration the balls and keep them in the visible area by scaling itself - the same logic it uses to show the nearest unlit block.
- Functionality should be easily turned off/on.
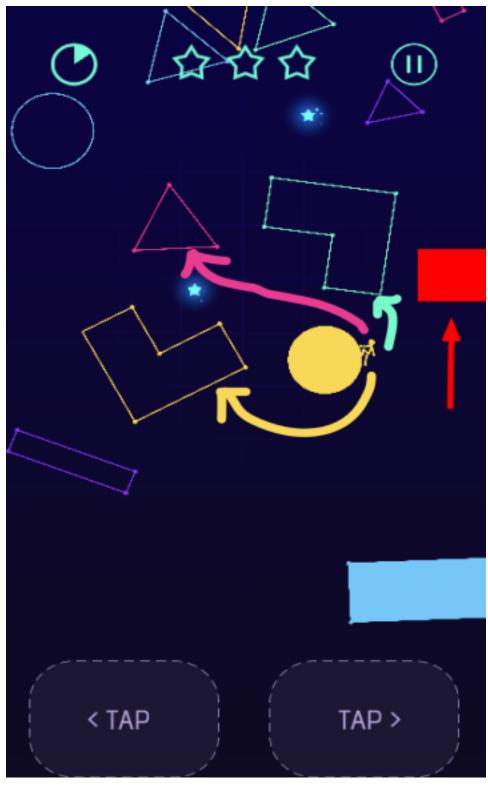
Visuals definition

- You need to make sure the feature looks visually appealing
- You are free to use any assets you find fitting to make it enticing
- Consider this feature as something you want to sell, so use anything you think it's trendy, viral or effective in catching the user's eye

Nice to have additions:

- The seeker balls should search for a path that doesn't collide with other blocks.
- The seeker should prioritise regular blocks first
- The seeker should apply minor force to the block it hits

Notes:

- Set the project to Android Environment
- Set the project to profile 16:9 aspect for reference, but check others as well when done
- Use existing project assets such as button, balls and particles