**Space Explorer 2D Unity Game**

1. **Game Overview**

"Space Explorer" is a 2D game where the player controls a spaceship in space, navigating through asteroids while collecting stars for points. The game includes multiple scenes: Main Menu, Gameplay, and End Game scenes, each serving distinct purposes in the game flow.

1. **Main Menu Scene**

The Main Menu scene is the initial screen presented to the player upon launching the game. It includes:

**Play Button**: Initiates the transition to the Gameplay scene.

**Instructions Button:** Displays a UI panel with game instructions.

1. **Gameplay Scene**

In the Gameplay scene, the player interacts with various game elements:

**Spaceship (Player Object)**: Controlled using arrow keys for movement and shooting lasers.

**Asteroids**: 2D objects that move randomly in the scene and deduct points upon collision with the spaceship.

**Stars**: Scattered across the scene for the player to collect; collecting stars adds points to the player's score.

**Game Objective:**

Navigate the spaceship, avoid asteroids, and collect stars to maximize points. The game ends if the spaceship collides with an asteroid.

**UI Elements:**

Score Display: Shows the current score of the player.

1. **End Game Scene**

The End Game scene appears when the player's spaceship collides with an asteroid, displaying:

**Player's Score:** Shows the total score accumulated during the gameplay.

**Options**: Buttons to return to the main menu or quit the game.

1. **Implementation Details**

**Spaceship (Player Object):**

**Movement**: Controlled using Unity's input system and arrow keys.

**Shooting**: Ability to shoot lasers, controlled by a shooting mechanism implemented in the spaceship's script.

**Asteroids**:

**Random Movement**: Utilizes Unity's physics and randomization functionalities to move asteroids randomly within the gameplay area.

**Stars:**

**Collection:** Detects collisions with the spaceship using Unity's collider system and increments the player's score upon collection.

**Scene Transitions:**

**Main Menu to Gameplay:** Triggered by pressing the Play button on the main menu.

**Gameplay to End Game:** Automatically transitions when the spaceship collides with an asteroid.