Game Project Final Phase (25 pts)

Now polish your code into a final game. Add:
1. **(5 pts)** Create a collision test to see if a bullet hits an asteroid (point-in-poly)
2. **(10 pts)** Create a collision test to see if an asteroid hits the ship. Give this case an "end game" that isn't just quitting the program.
3. **(10 pts)** If a bullet hits an asteroid, remove it and replace it with 3 smaller versions that spawn with randomized velocity directions.