

Final Project

Resources:

- <https://assetstore.unity.com/packages/audio/music/electronic/edm-music-vol-1-124324>
- <https://assetstore.unity.com/packages/audio/music/electronic/free-power-music-for-awesome-games-166487>
- <https://assetstore.unity.com/packages/2d/gui/icons/colorful-buttons-44118>
- <https://assetstore.unity.com/packages/audio/music/electronic/metropolis-165392>
- <https://jfxr.frozenfractal.com/>

Problems/Solutions:

- Canvas borders not stretching when in full screen
 - o Removed the full screen button
- Canvas placement in general