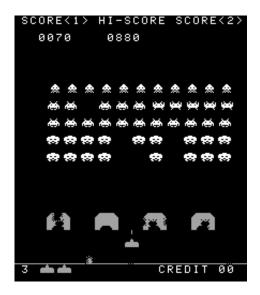# Assignment 1

Canvas Space Invaders

Due Date: Feb 7 at 5:00 PM

Description

Develop a simplified version of the classic arcade game Space Invaders.

A description of the game is available here.

For simplicity, you are NOT required to implement the following features of the original game:

- Play music
- Mystery ship
- The defense bunkers that partially protect the cannon

The screenshot included in the assignment description is for illustration purposes only. Use you imagination to design the look and feel of the game. Hint: use images for the invaders, cannon, and lasers.

Requirements

- This assignment evaluates the use of client-side Web technologies including HTML5, CSS3, JavaScript, JQuery, DOM, and Canvas. You will use these technologies to provide a pleasant experience for your Web site. Refrain from using server-side programming for this assignment; everything must happen on the client-side. Make sure to use CSS style sheets in favor of deprecated HTML tags and attributes. You are NOT allowed to use CSS animation to implement this assignment; the gameplay should be implemented using the canvas.

- Your application should be easy to use.
- The main entry page for your site should be called *index.html.*
- Make sure your site functions correctly in the CDF environment, specifically under Firefox version 26.0. TAs will not debug so test to ensure it works the first time!
- Assume a fixed browser window size of 1024x768

Deliverables

Put all necessary files in one directory, and archive the directory into a single file using *tar* or a similar utility. Finally, submit your assignment using the BlackBoard system.

You electronic submission should include the following items:

- Documentation for your Web site. Include a README file with a brief explanations of how it all works, e.g., list of main user-defined objects, and datastructures.
- CSS file(s).
- HTML file(s).
- JavaScript file(s).

Finally, all deliverables should be neatly formatted, readable,and be properly documented .

Good luck!