**Space Invaders:**

In my game the defender has three lives and have multiples enemies to fight in rows

The are blocks in between which will dispose on bullet hit

The blocks get recreated in next Round (level) when all the enemies get killed by defender

The scores get calculated based on which and no. of enemies.

**How To Play.**

Press left key to move left and Right key to move right.

Press space bar to shoot.

**Requirements To Run:**

Pygame

Python