Git hub repository URL

https://github.com/AdrianYMNg/StarshipFontana

Documentation

What have been done?

- Border have made so the character doesn't go out of the screen
- The character correctly moves as the movement key is pressed
- Enemies and walls are placed centre of the screen
- Enemies die after getting shot by the character
- Enemies correctly log scores after getting killed
- Walls prevent movement of the character
- Walls correctly prevent bullets going through
- Collision detection functions properly
- Game ends and exits at collecting the coin by shooting at it
- Game logs final score after game end