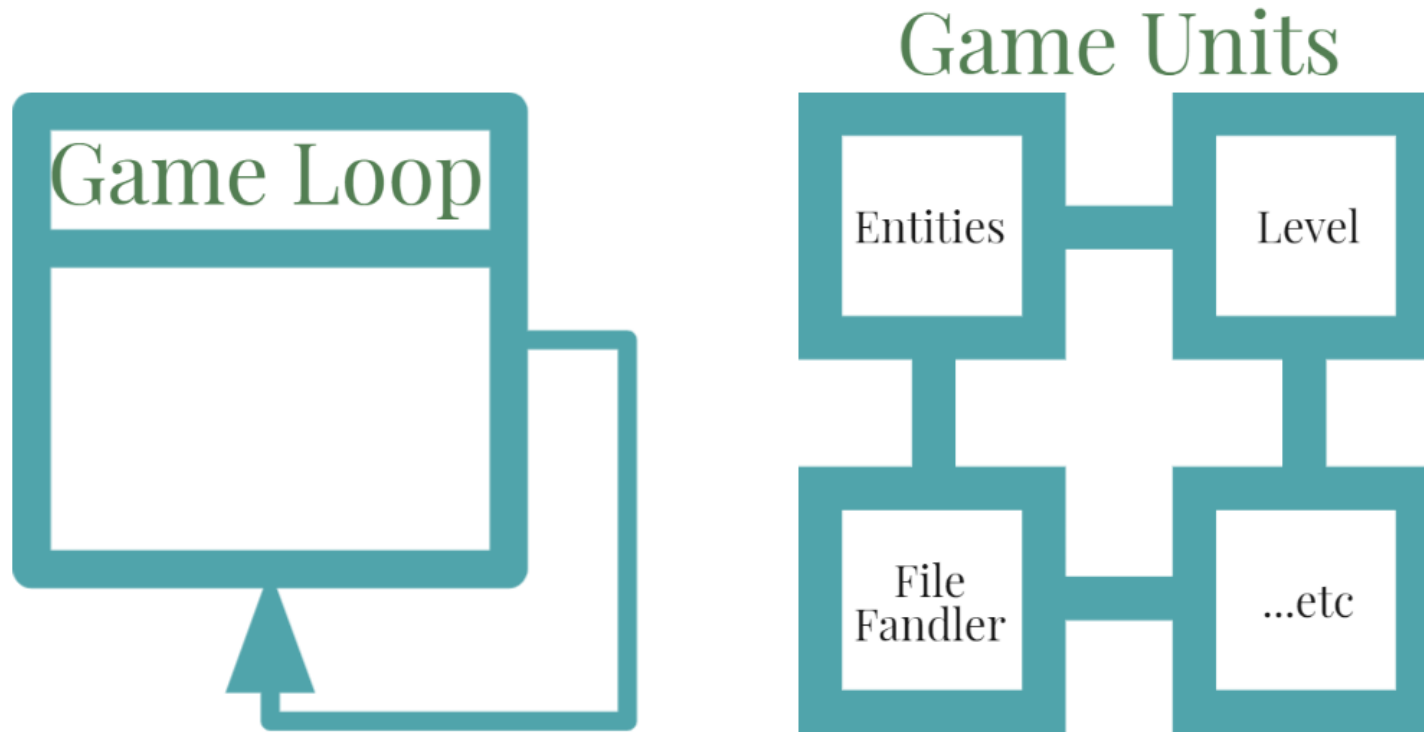


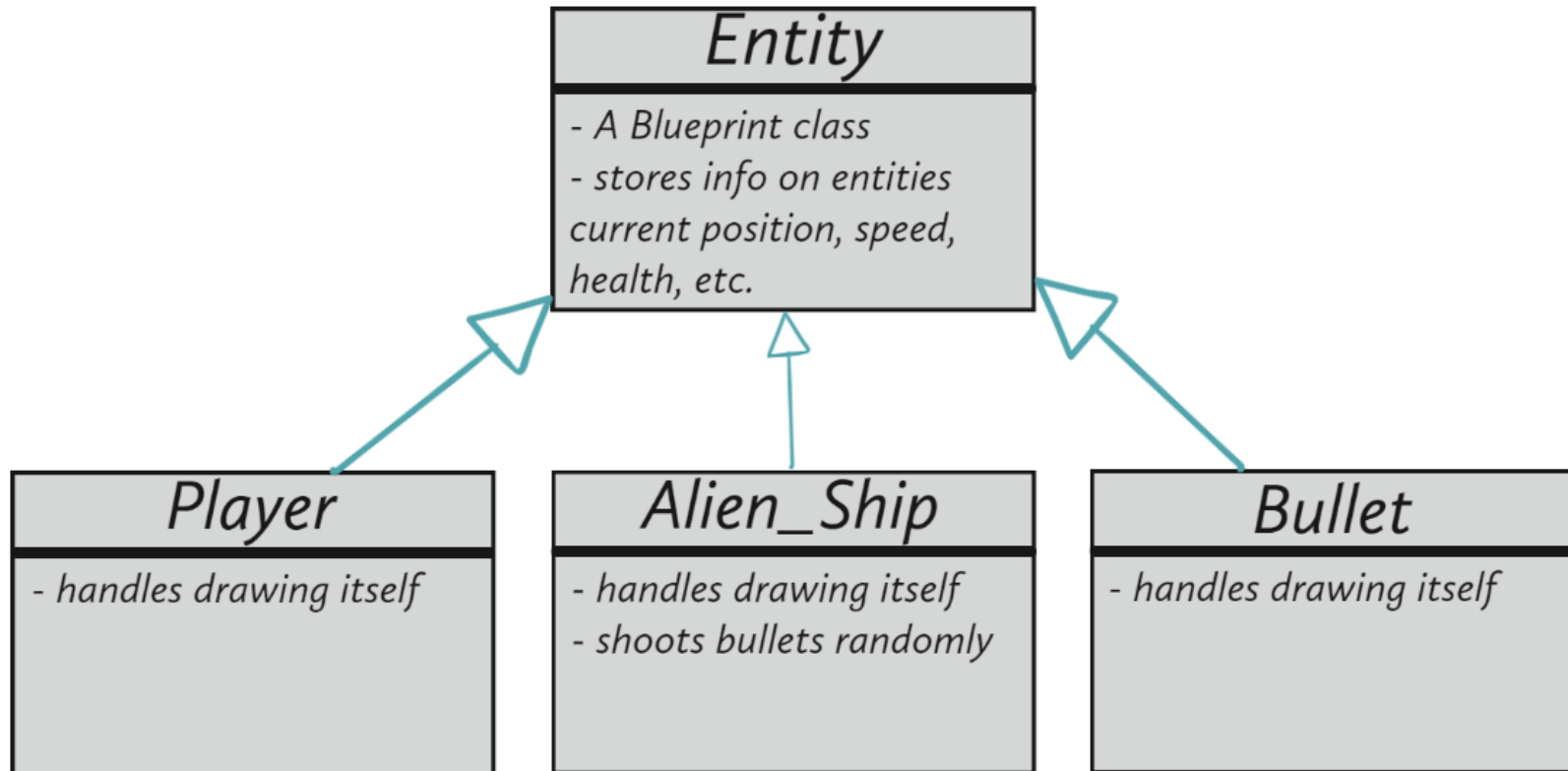
The background of the entire image is a light gray field filled with various space-themed icons. These include several UFOs of different shapes and sizes, some with landing gear and antennae. There are also several stars of different sizes, some with motion lines. Additionally, there are several planets or moons, some showing craters and others showing a ringed planet like Saturn. The text "Space Invaders" is written in a large, bold, black font with a red outline, and the word "Game" is written below it in a similar style but slightly smaller. The overall aesthetic is retro and playful, reminiscent of the classic arcade game.

# Space Invaders Game

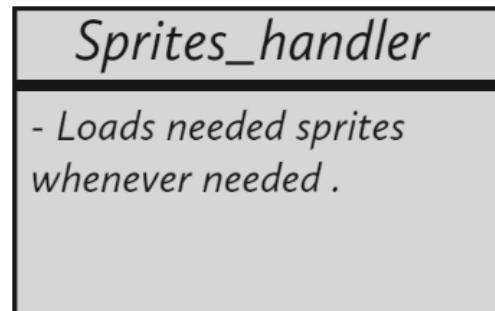
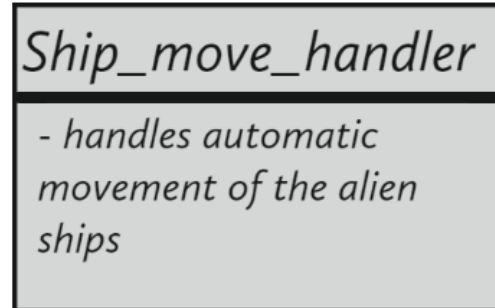
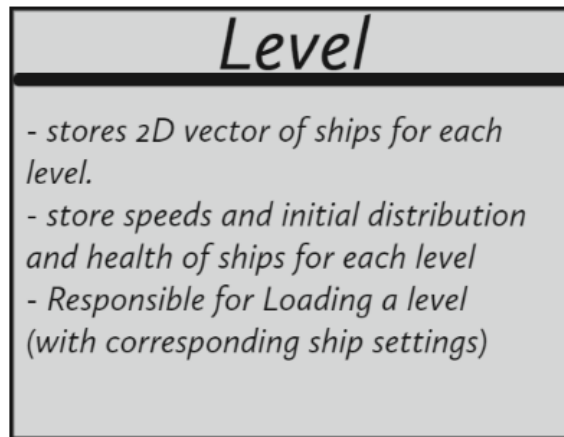
# Games Usually have 2 main parts:



# Game Units:



# Game Units:



# Game Units:

## *Credits*

- *Runs credits at the end of the game.*

## *Score\_handler*

- *Constantly calculates and updates player score.*

## *ErrorHandler*

- *checks if all gfx files are present, and if not it doesn't run the game, instead it displays a warning message.*

## *File\_handler*

- *Writes Player name and score in a .txt file.*

# Game Loop:

*The Game loop has ONE main responsibility :*

*Handling user Input.*

*This means that it detects when the user presses a button, and accordingly change the game state.*

*For example, from “intro” to “gamePlay” to “pause” to “won” to “quit”, etc.*

*and while in the “gamePlay” state, it moves the player’s ship and fires bullets according to his input.*

*The Game Loop “USES” all game units while running*