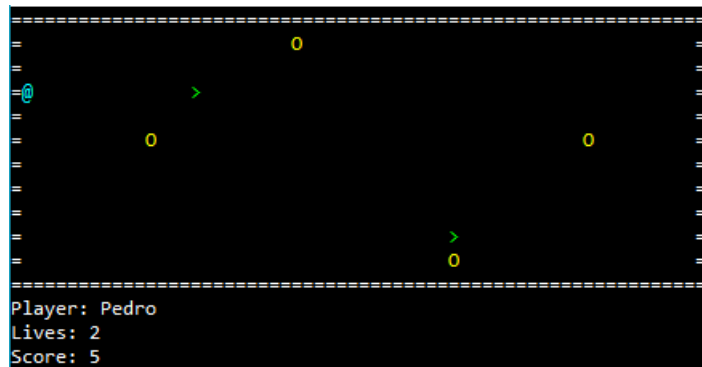# Space Invaders

Space Invaders is a game in which many enemies are trying to land on the ground and the spaceship controlled by the user should destroy them. In this modified version, the enemies appear from the right side of the screen and travel to the left of the board.

In this image, the enemies are the yellow circles, the player is the blue @ and the shots of the player are the green >. The playing board is a 20x60 cell matrix, with the [0,0] cell at the left-top corner.

The up and down keys are used to move the player and the space to shot a bullet.

Instructions

The visual studio project provides most of the code needed to implement this game. The main.cpp file contains some of the logic and the drawing functions (this file should not be modified). The file Declarations.h contains the declaration of the functions and structs needed, while the file Implementation.cpp contains the (empty) body of the declared functions. You will have to implement all the function of this file. In order to know what a function should do, you can read its description in the file Declarations.h as comments.

Hint: If your console is using a font which has different sizes for each character you will need to change the font of your console to Consolas.