Team: Callan Fisher, Dan Matthew, Jack Skinner, Stefan Knott

Title: Galaga Recreation

Description: Implementation of the old Galaga game with the same basic functionality as the original, multiple levels, different spacecraft's and colors.

Platform/Environment: Java and its library StdDraw. Open to other languages and platforms. Will run on desktops.

Programming Languages:

Language	Callan	Dan	Jack	Stefan
Java	Intermediate	Intermediate	Intermediate	Intermediate

Functionality:
- Users fire from their own ship to enemy spacecraft
- Ship moves left to right
- Ship has 3 life's
- Score counter for destroyed enemy spacecraft
- Enemy spacecraft move on set path
- Enemy spacecraft shoots when moving and stationary
- Different types of enemy spacecraft with different point values with different firing capabilities

Optional
- Upgrades i.e. shot faster, move faster