

Height

width

Constants:

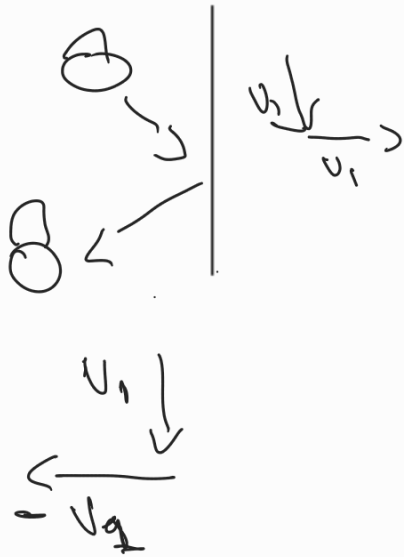
- MTS
 - width
 - height
- Bullet-img
- Alien-ship-img
- Tank-img
- Alien ship
 - speed
- Bullet speed
- Tank speed

variables:

- Bullet position
- Alien ship
 - position
 - direction
- Tank
 - position

Scenarios:

1



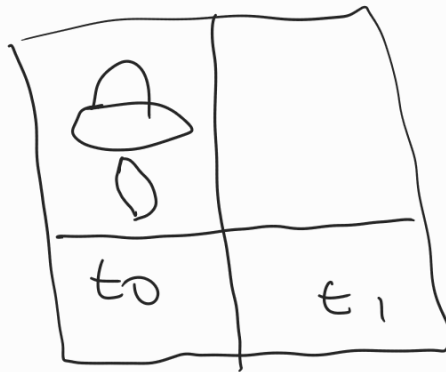
2



3



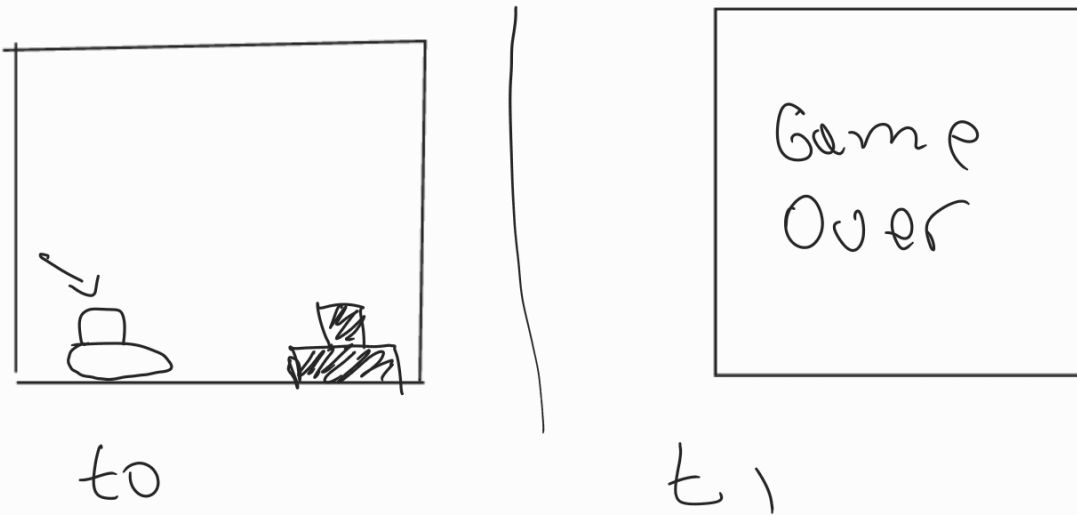
4



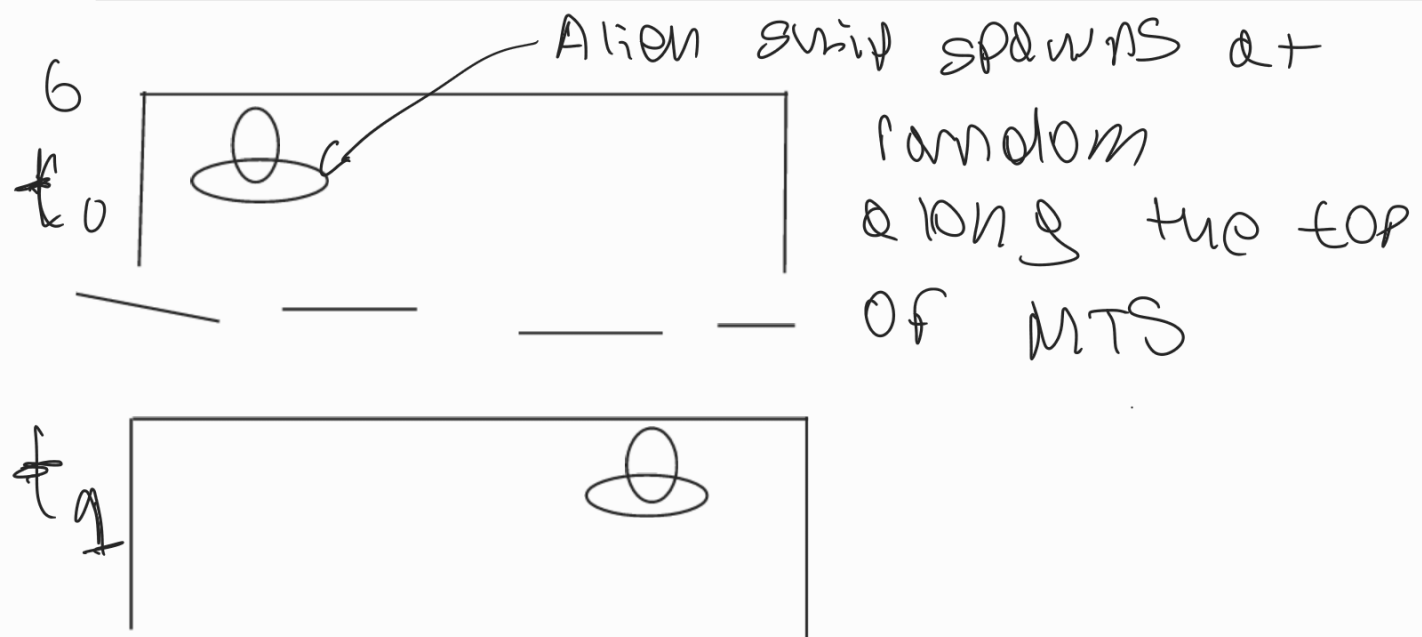
Bullet appears
when space
is pressed
and it moves
up.

Bullet and
alien ship
is gapped
when bullet
touches ship.

5



- Alien ship reaches the bottom



Big-bumy options

- on-tick
- to-draw
- on-key