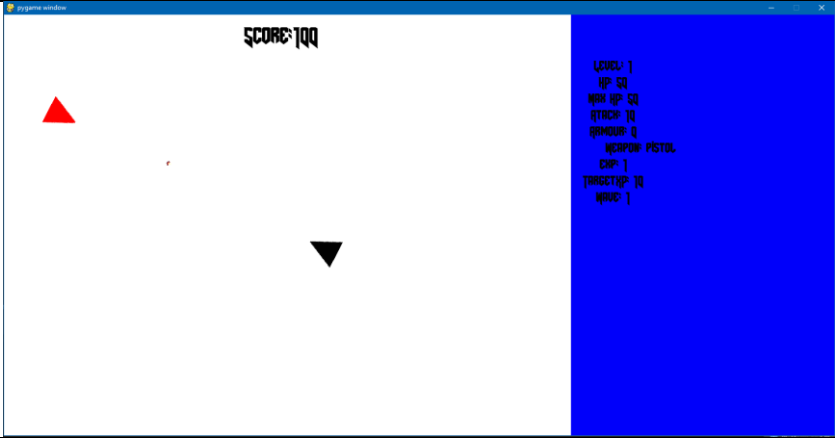
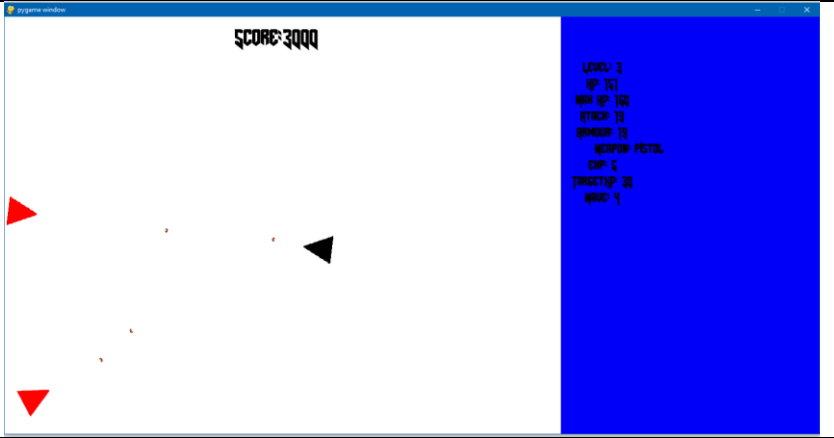
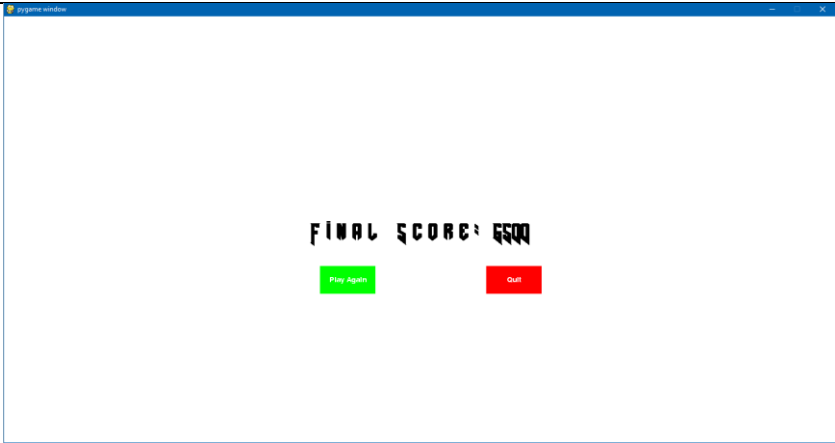


Screenshot		
Test	When bullet collides with enemy, it is damaged. When health is less than 0, the enemy instance is destroyed and score increased by set amount.	When enemy bullet collides with the player it takes of a set amount of health.
Screenshot		
Test	When Player health is 0, Game Over screen shown	