**Alien Invasion Description Document**

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In Alien Invasion, the player controls appear at the bottom center of the screen. The player can move the ship right and left using the arrow keys and shoot bullets using the space bar. When the game begins, a fleet of aliens fills the sky and moves across and down the screen. The player shoots and destroys the aliens. If the player shoots all the aliens a new fleet appears, that moves faster than the previous fleet. If any alien hits the player’s ship or reaches the bottom of the screen, the player loses a ship. If the player loses three ships, the game ends.

Update suggestions:

Terminology – With me updating the illustrations, the vocabulary that references the objects (ships, aliens) should be updated as well to better reflect the objects themselves.

Lives Illustration – Change the icon that represents the player’s “lives”.

Play button – Change the background color of the button to better fit the style of the updated game.

Scoring system – If the player dies (and still has lives remaining), the score should revert to where it was at the beginning of that level to give a better reflection of their score at the end of the game.

Grass Illustration – Would be nice to fill the screen with more than just the birds. What if we added grass?

“Play again” screen- It would be nice to have a separate screen for after the game is over. This screen should display the player’s score in that game as well as the high score. Lastly, there should be an option to play again.

Bird animation – Similarly to how the bullet travels up the screen, dead birds should fall from the sky as they are hit. They would likely be their own object that A.) Has its own bmp image, and B.) are deleted once they reach the bottom of the screen.