

Requirements.

1. The application developed should be an interactive Arkanoid-style shooter game.
2. The game developed should have a space ship that can shoot bullets.
3. The application developed should have a set of target bricks disposed on the different levels from the top of screen and down.
4. Targets should move back and forth horizontally from one edge of the screen to another.
5. Target bricks should have different speed and initial movement direction that should be generated randomly every time just before showing a new set of target bricks (further - targets).
6. Bullets should go up through a screen and target to break the target bricks.
7. Bullet should go out of a screen if no target is hit.
8. Player's score should be decreased by 1 if a bullet went out of the screen having not hit any target.
9. Targets should provide a hits counter, being incremented with each hit.
10. Targets should provide a "number of hits needed for destruction" property.
11. Once a bullet hits a target brick, then the target's hits counter should be increased by 1.
12. Once a target was hit as many times as it needed to destroy it (property of p.6 == property of p.7):
 - a. it should disappear.
 - b. player's score should be increased by 5.
13. Bonus box should appear instead of destroyed target if its chance were generated randomly.
14. If the space ship touches a bonus box, its bonus effects should be applied.
15. Each bonus box should provide one of the following bonus effects:
 - a. "Monster target" bonus effect: the "hits needed to destroy the target" parameter is being increased by 1 for each existing target if its value no more than 3.
 - b. "Missile" bonus effect: next 10 shots the space ship should launch missiles instead of regular bullets. Missile should make double damage to the target.
 - c. "Multi bullet" bonus effect: next shot should launch 6 additional bullets or missiles (whatever is active at the moment) simultaneously with the regular bullet or missile: by 3 bullets/missiles on the left and right sides.
 - d. "Double speed" bonus effect: the space ship starts moving with double speed.
 - e. "Half speed" bonus effect: the space ship starts moving with half speed.
16. The game should be played using keyboard control or using mouse as desired by the player.
17. Space ship should move to the right if the "right arrow" button were pressed or mouse were moved to the right side from the space ship.
18. Space ship should move to the left if the "left arrow" button were pressed or mouse were moved to the left side from the space ship.
19. Space ship should stop moving if the "down arrow" button were pressed or on mouse right-click.
20. Space ship should launch a bullet / missile (if "missile" bonus effect is active) if the "space" button were pressed or on mouse left-click.
21. The game should be stopped if the "Q" button were pressed.
22. The application should save the best scores and related players' names.
23. The application should show the best scores and related players' names.