

Index.html \Rightarrow Restart ~~when~~ ~~at~~ at zero aliens or dead player

Overlay Dark

Button

• On ("click", function)
SlideUp;

Initialize Gameloop()

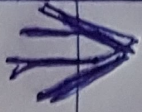
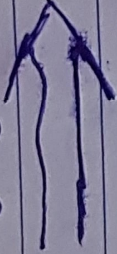
Scroll background

game.js (Space Invaders)

[Aliens]

0 0 0 0 0 0

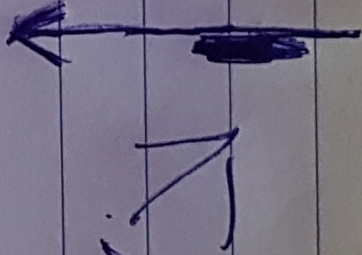
Move Right



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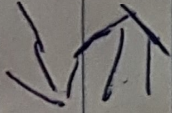
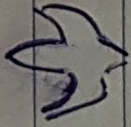
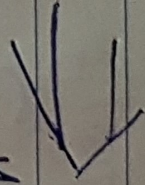
Change direction and drop
one step (if) meets wall

Laser



onkeydown

Moveleft



Move Right

Spaceship

onkeydown