

CPSC 386 Project One, due Wednesday, 20 Feb 2019 (at 1130)

Your name Diana Joya

Repository <https://github.com/Diana-Joya/386-AlienInv-Friday>

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	SPACE INVADERS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The game has a startup screen that shows the name of the game, the values and images of the aliens, and has a Play Game and High Scores menu.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The high scores are stored on disk, and are displayed when the menu is selected.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The game has three types of movable aliens, created using a pixel editor.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	A UFO alien moves across the screen at random, infrequent intervals. It was created using a pixel editor, and it shows its value when it is destroyed.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The ship was created using a pixel editor. It also has an animated (8-12 pixel frame) for destruction.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	The aliens have simple, two-frame animations for movement. They also have a simple (3-4 frame) animation for destruction.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	The aliens can shoot lasers back at the ship at infrequent, random intervals. Use a random number generator and <code>pygame.time.get_ticks()</code> .
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Bunkers allow the ship to hide from the aliens' lasers, but they are damaged by aliens' or ship's lasers. Use the Python Imaging Library for pixel manipulation.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Ominous background music becomes faster as the number of aliens decrease.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Pycharm IDE shows green checkmarks for <u>every</u> Python source file.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory pushed to new GitHub repository listed above
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

Comments on your submission