Project Space Invaders

The stuff we need

* Keycode pad
* Unreal
* Arduino
* Trello
* Github

The ideas

* Backstory for the little guy you play as
* Keypad as controller
* Enemies flying down like space invaders

In game

* Side view loop
* Space ship
* Enemy ships
* Shoot
* Score
* Lives
* Sound/music
* Main menu
* Options menu
* Credits
* Death screen

Extras

* Feedback over the recent pressed buttons