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Mobile App Development

**StarFighter 2**

This app is a space themed game that has enemy spaceships racing across the screen towards you with the goal of hitting you and causing the game to come to an end. There is no time limit this time around which StarFighter 1 relied on as a means of ending the game. The game is set to 1 life by default. When you collide with an enemy ship the game will stop running and you will be greeted with a game over screen. On this screen you will see your current score as well as the high score (which is the highest score reached on the device your playing on) and a button to restart and play again. It is up to the player to move left and right continually dodging enemies that pass while trying to shoot down as many as possible. The game uses touch to move as well as an additional tap to fire.

I personally do not own an iPhone (or iPad) so I am not to sure on how many similar apps are on the apple store or what they are named. I would say this game shares a lot of similarities to the classic Space Invaders game in terms of game play and programming. I am positive there are countless games similar to that as I have seen on the android play store.