

Random walls

Player (move up and down)

Destructable walls have on cooldown

Missile (maybe have on an arc)

Have on cooldown

Plane points based on direction going

Detect life cooldown

Chain wall swaps sprite to explosion

the swaps back refinement

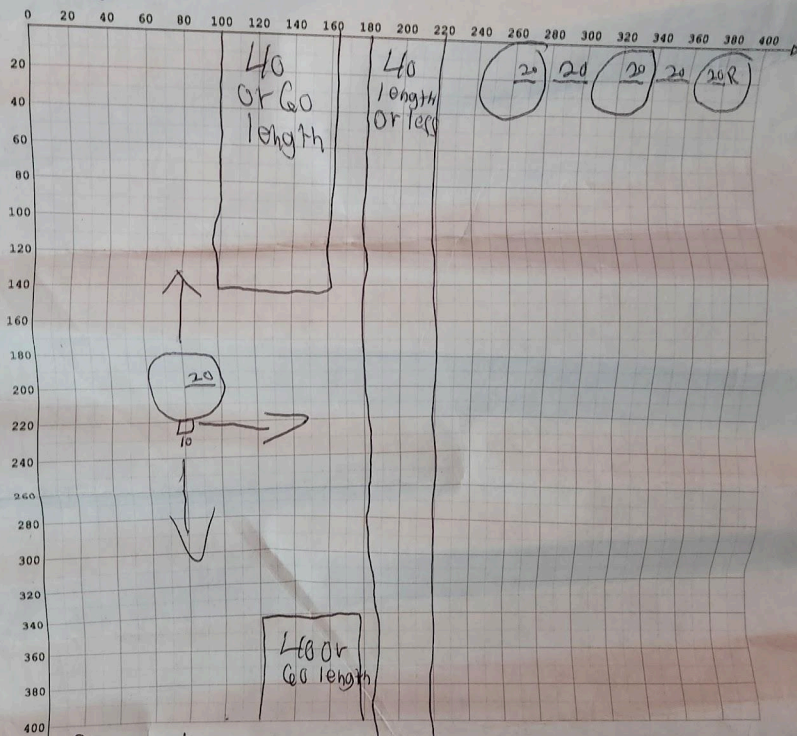
Live are mini Helicopters that fly across screen

When missile hits any wall or

end of game screen it gets reset

missile swaps to a missile with a fire behind it.

3 lives 20R
 Start at 200 and go up by 20X per
 Circle Start at
 100-1200 missile can move with Player and Shot On the X
 10



Random Destructable walls which shot with
 missile
 Random upper and lower walls height should
 be random with enough space for player in between