**Features:**

A more modern version of Galaga or Space Invaders

User controls own personal space ship while fighting against aliens

Bullets shot destroy aliens

Enemies spawn in random positions at set intervals, Allowing for set difficulty but different game every time

Low performance requirements

Scrolling Background with Arcade Music playing

See how well you did against other players at the end of the game???

**Future Improvements:**

Ramp up difficulty

Hard code levels to ensure playing experience

Add more playable ships to choose with custom things

Level editor?

**Problems:**

Having code interact with eachother, especially due to separate pieces by dif people

Learning new library and figure what was possible

Code and sync each distinct piece while maintaining individuality

Getting it not to lag

Organization cuz we sloppy, except for Wesley he’s our savior

Github cuz scru group work

**Project Description**

Catabullet is a fast paced arcade game in which players must dodge enemy bullets while trying to survive and simultaneously destroy enemies along the way.

Enemies spawn at the top of the screen in random patterns

Freely move in all directions to ensure that you don’t get hit

Hit by 3 bullets game over

Keeps going as long as you can

Classic Feel but Modern rendition

Conclusion

Game is completed to a satisfactory level, more can be added to improve gameplay but the game is in no way bad or incomplete.