

CPSC 386 Project One: Alien Invasion

due 25 Sep (-01), 27 Sep (-02) at beginning of class

Your name Jeffrey Lo

Repository: <https://github.com/JeffyLo94/AlienInvasion> /

Finished	Not Finished	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 assignment's grade.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The Alien Invaders screen has layout shown on first page of this project specification, with a high score, score, multiple ships, a fleet of aliens, lasers that can be fired from the ship.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	A fleet of aliens moves together back and forth, coming closer to the ship each time they hit the left or right wall.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The ship at the bottom can be moved left or right, and can fire lasers at the aliens. Each time a laser hits an alien, it disappears and the player's score is incremented.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	If all of the aliens are destroyed, a new level begins, with the aliens moving faster, and their point value is increased.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	A Play button begins the game (when the mouse clicks on it), and restarts the game if the player wants to play again.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The Python code is object-oriented, with classes being created for the Ship, the Laser, the Alien, the Scoreboard, and the Settings.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	No issues are shown in PyCharm (all source code screens shown a green checkmark at the top right hand corner).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Image files edited in an image editor (such as Gimp or Inkscape), or downloaded and attributed to their source.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Sound files edited in an audio editor (such as Audacity), or are downloaded and attributed to their source.
<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: Images edited/made in photoshop and pixilart