

Here are the changes made to the original game:

- Added main menu, pause screen and game-over screen – All menu controls can be controlled on the keyboard or mouse to not break the flow of control, and so the player can keep their hands on the keyboard as they play.
- Uses a sky/calm theme – This is shown in the music, graphics, and background. The background simulates a parallax effect so the clouds appear at different depths. Clouds also loop around the screen, so there will always be clouds in the background. Logo and new title also reflect this change.
- There are now multiple enemy waves – Originally there was only one enemy wave which meant that the game ended very quickly.
- Enemies no longer move as a fixed wave – Enemies now spawn at random locations from the top of the screen. This allows greater difficulty options as enemies can now move at different speeds and a varying number of enemies can spawn.
- Projectiles spawn in front of the player – It felt unnatural for the projectiles to spawn inside of the player, so I moved their spawn a little further up from the player.
- Player slightly rotates into the direction they are moving – Flying objects normally don't strafe and must lean into turns.
- Font updated to the Google font Roboto – Font kerning on the Macs for the default font was terrible, but was fixed by providing a custom font.
- Game now keeps track of high-score – This gives some incentive to keep playing past one playthrough as the player can try and beat their old scores.
- Score gained from Aliens increases each kill – This is to reward players who can survive for long periods of time. I considered the score gain to be cleared on player death, but that would reduce the worth of all lives after the first life.
- Small chance of UFO spawn added – Audience testing showed demand for the classic UFO from Space Invaders. The UFO provides extra score proportional to Alien score.
- Music persists between scenes – It broke the flow of the music for it to reset each time you died, so it now persists between scenes.
- Waves get harder as the game progresses – More enemies spawn and they shoot more often depending on how many waves you've survived. This is so the game eventually ends.
- Extra shot power-up added – As you get further into the game it gets harder to keep up with the wave difficulty, so this power-up was added so the player could keep up with the added challenge.
- Added black bar to top of the screen – This for extra readability as it can be easy to lose the score in the middle of the battle.