Pc: UFO, space ship

NPC: aliens

Goals: 1 to kill all aliens.

2 to reach finishing line.

Rules: aliens would come down.

Reach finish to win.

Alien. touch===die.

Control: 4 arrows

Lifes: 3

Balance: we can kill aliens and even aliens can kill us.

Adaptively: levels

Chance: randomizing aliens position.

Skill: kill all reach top.

Feedback: score, fuel, sound