Space Ship Game

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# Planning

My plans for my game were:

1. Have 3 or more stages
2. Have at least 3 enemy types
3. Have a high score system
4. Give the player 5 lives, with them losing one every time they got hit
5. Have the player obtain points for destroying enemies
6. Have objects that will cause the player to lose a life upon collision
7. Create a save system
8. Have health pickups that restore a life upon collision with the player

I was able to successfully complete points, 1, 2, 3, 4, 5, 6 and 8 for the game.

# Data Setup

(REMOVE THIS ONCE COMPLETED: This section should explain how I can go about changing the data in your game. There should also be an explanation on how you structured your data folder

# Incomplete (vs what was asked)

* My obstacles are not of different sizes
* My background is not dynamic
* My obstacles do not float in space but only move downwards, towards the player
* My save/load feature is incomplete and does not work as intended
* Enemies are not destroyed upon collision with the enemies

# Screenshot



