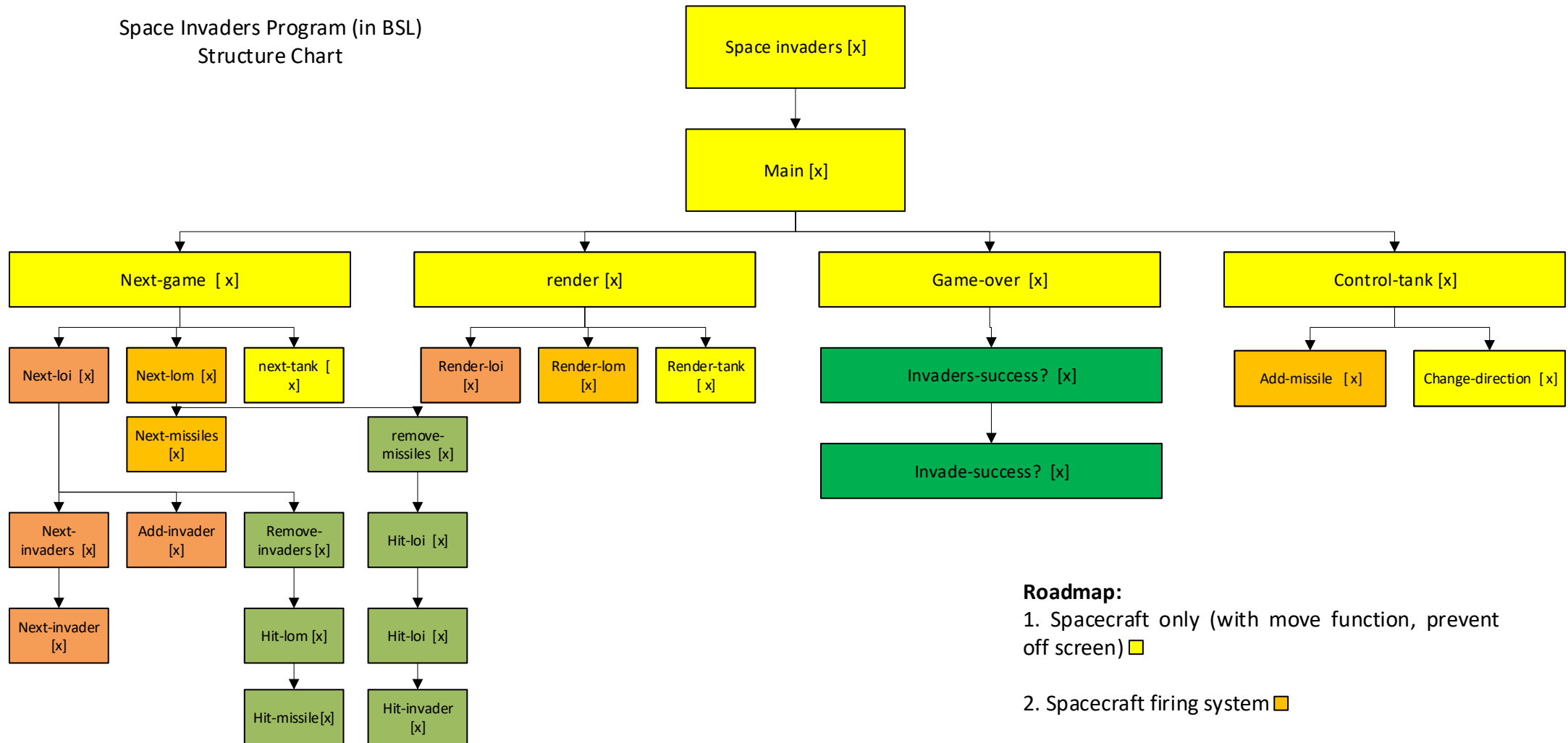


Space Invaders Program (in BSL) Structure Chart



Roadmap:

1. Spacecraft only (with move function, prevent off screen) ■
2. Spacecraft firing system ■
- 2.1 Spacecraft firing system (with missile removal once off screen for performance reasons) ■
3. Invader System ■
4. Hit registration system ■
5. Game end condition ■