

Final Project Proposal  
Space Invaders

This is a game based off of **Space Invaders (1978)**. There will be **what levels; what is the story?**

Insert hierarchy tree

Insert features here

- Difficulty Levels
- Aliens to kill
- Movable Player

Insert concepts used here

1. createShape() can be used to make custom models

Insert to-dos here

1. Create the movable player
2. Generate aliens that move
3. Create an if-reached-bottom-lose algorithm
4. Create a number-of-lives algorithm
5. Create a kill-aliens algorithm
6. Create difficulty levels
7. Create a shooting algorithm for both aliens and player

Insert timeline here