

Final Project Proposal
Space Invaders

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

Insert hierarchy here

Insert features here

Concepts used

1. recursion (such as in the 8 queens or knight's tour problem)
2. linked lists
3. stacks
4. queues
5. trees

Insert to-dos here

Insert timeline here