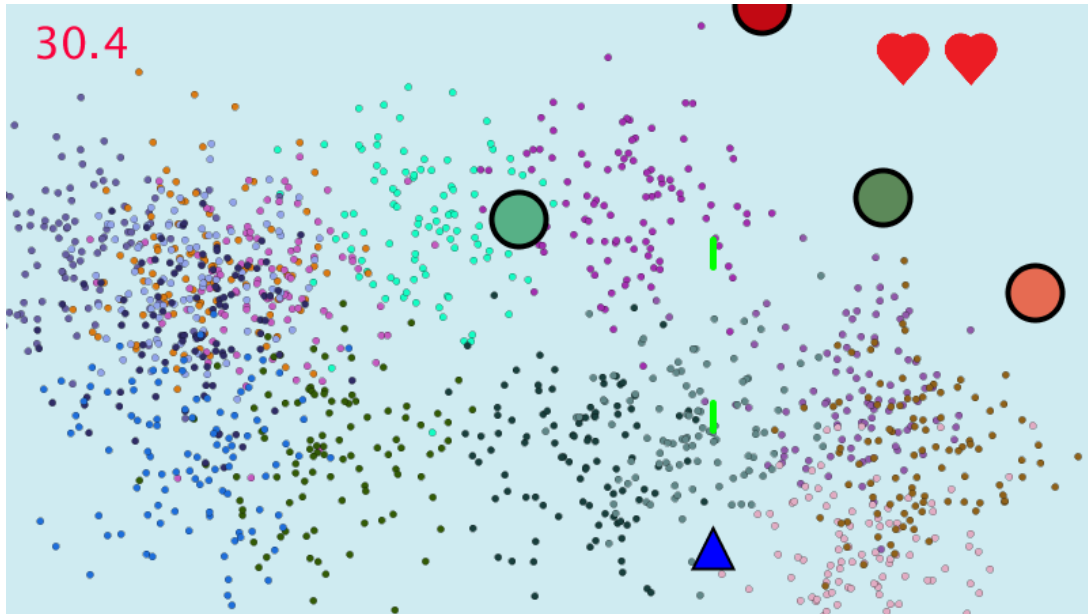


Invading Space

Paul Kapust



Environment/Rules:

- Debris slowly descends from the top in form of coloured circles
- A blue spaceship in form of a blue triangle flies at the bottom of the canvas and shoots green lasers to make the incoming debris explode
- A hit debris explodes and leaves behind a particle explosion on the canvas. The colour of the particles is the same as the one of the debris
- A timer checks the time alive in the top left corner
- A player has three hearts. He/she loses a heart when the ship is hit or a debris reaches the bottom
- In FreeMode, the timer and the heart restrictions are gone and the player can play as long as he/she wants and shape the canvas with colourful explosions
- At the end of a game, the canvas with the colourful explosions and without the ship and the debris is saved as a '.png' in the *screenshots* folder

Controls:

- Move the ship left or right with the keys 'A' or 'D', respectively, or use the left or right arrow keys
- To shoot press 'Enter' or 'Space'
- To end the game, a player can also press 'Esc'