List Of problems with Laser Game

1. Play-again & end-game buttons positions
2. Make sure they are at the bottom on each corner no matter the size of the screen.
3. Registration age check
4. Implement logic to check age at registration time to be equal to or over 13 years old
5. Enemy design

1. Need to get the animation correct on the new image the height and width of the frame is bigger compared to the old design,
2. Login & register page layout
3. Need a background and a color scheme for both html pages. Finalize the registration information to have a full name, login name, email, password, & DOB.
4. What happens at ending of game wave 10
5. What happens at the end of the game before it restarts back to round 1
6. Check the touch screen controls
7. Test all touch screen controls make sure that they function correctly and there is no weird things going on with them make sure the player is directly under the touched spot on the screen instead of behind it
8. Make the player show up in the square correctly
9. Fix the resolution on the player picture to be smaller but still need it to be responsive so not to small

the game is not working anymore it’s not displaying the running score and tokens the lives aren’t going down the waves are not moving even though its moving on to a new wave and it goes to game over sometimes when I get hit once so the end game function might be broken or the way the lives are tracked please look over the code and fix any problems you see the game should do all these things listed below

have the enemies spinning down towards the bottom of the canvas at a slow speed of two rotations a second and make the entire square spin.

the player must shoot the laser at them to not get hit

each enemy killed is 10 points once they reach multiples of 60. The player receives one token.

after each round(wave) won or lost the score and tokens keep a running total until the end game button is pressed and then the game updates the scores to the database using update\_scroe.php the score is only updated if its higher than the previous score in the database all other items are to be added to the existing values.

once the end game button is pressed the game needs to log the user out sending them back to index.html to sign in again

but if the player presses the play again button then the scores have to be kept and the things to get reset are the lives, high score, current wave, and then the tokens keep adding up from every game played

each wave is considered a round so the player starts the game with having played 1 round if they lose at round(wave) 1 then it would be 1 round played 1 round lost if the player makes it to wave 2 then it would be 2 rounds played 1 won and 1 lost see how that works.

then if the player makes it to the 10th wave I want a fireworks display to show up and say in huge letters CONGRATULATIONS YOU MADE IT TO THE END YOU HAVE THE HONOR OF REVICEING 100 tokens and add 100 tokens to the users record in the update\_stats table

the controls must be for the keyboard is arrow keys to move up left down right and use the space bar to shoot the laser

I want a bomb to be used if the player pressed b button I want a bomb to be sent instead of a laser and it blows up a 10by 10 pixel square area and kills the enemies in that area a way to kill more than one enemy at once