Dwight Peters and Luca Scalzotto
(4148657, 4081161)

Changelog

- Playing field with boundaries
- Player and enemy sprites
- Camera that follows the player
- Player lives
- Ship physics (semi-Newtonian)
- Randomly generated star background with depth and parallax
- Kamikaze enemy that follows the player
- Exhaust and explosion particles
- Temporary player invulnerability when hit by a ship and massive explosion that kills all enemies
- When de player dies, wait a short time before restarting the game
- Powerups that the player can pick up (multiplier, invulnerability, extra life)

To run the game you need to copy all resources to the dist/build/lambda-wars/lambda-wars-tmp/Resources folder.