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)