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In order to improve the initial space invaders game I changed the artwork in to a Formula 1 styled space invaders game. I changed the Aliens to Formula 1 cars and the player sprite to a racing driver swell as making the alien projectiles Tyres and the player projectile a blue laser. These were all using images sourced online. To keep the formula 1 theme going I added F1 theme music as the background track replacing the original audio from the practical. I also added in a death animation for the cars which was an explosion that plays when the car is destroyed from the player projectile collision which overall makes the game more fun and exciting.

I also added a pause menu which allows the user to return to the original main menu. The pause menu gets activated when the user presses the escape key which allows the user to go and take a break from the game and resume playing when they come back. In this menu the user is also able to head back to the original main menu screen in order to restart the game. This makes the game better as the game doesn't have to be played in one sitting however due to it only having one level at the moment this problem would be better with further level additions to the game.