TRASH INVADERS READ ME FILE

* The game has 2 players with different coloured sprites.
* They have different controls and can move independently of each other.
* Keys are changeable as per your need.

-Keys used are:  
 PLAYER 1 : A & D movement, SPACE for fire  
 PLAYER 2 : Left arrow & Right arrow movement, ENTER or fire  
  
- Players have a HUD which displays info about score, lives & health  
  
- Players have a life system - lives are shown by sprites in small size & current health shown in HP bar  
  
- Trash moves accordingly to level i.e. growth of movement of trash along x and y axis.   
  
- Score is earned as the trash is destroyed by the bullet.  
  
- Player HP is reduced as per the current HP of the trash.  
  
- Game ends when a player is killed i.e. lives are 0 or if the time (120 sec / 2min) runs out  
  
- Game goes on till infinity i.e. until the player dies or the time runs out