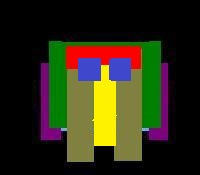
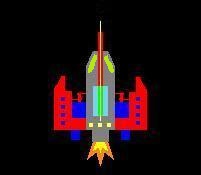
**StarFighter Final Project Improvements (25%)**

**Remember: You will lose points if your code is not your own.**

* **Have the ship lose lives if it touches an alien**
  + +5 if lives are simply printed on the console
  + +5 if there is a “Lives” display on the screen that changes
  + +5 if your ship “flickers” when it touches an alien
* **Have the game end when the aliens touch the bottom of the screen**
  + ~~+5 if nothing is able to move anymore and the screen says “Game Over”~~
* **Have the Alien drop bullets on the ship**
  + +5 if bullets drop
  + +5 if ship loses lives (lives are simply printed on the console)
  + +5 if there is a “Lives” display on the screen that changes
  + +5 if your ship “flickers” when it touches a bullet
* **Add a new horde of aliens to the game** 
  + ~~+5 if horde appears after first horde is defeated and is similar to first horde~~
  + ~~+5-20 if horde is different from first horde (points awarded based on difficulty and creativity)~~
* **Add a difficulty menu**
  + ~~+5 for the menu~~
  + ~~+5 for actual difficulty changes~~
* **Include powerups**
  + +10 if powerups randomly appear on screen and disappear when collected
  + +5-15 if ship effects change based on powerup (points awarded based on difficulty and creativity)
* **Any other improvements will be considered on an individual basis**
  + points will be awarded based on difficulty and creativity

****