The changes that I made were adding the aliens killed counter and the lives to the game. I added the aliens killed by using the “collisions” variable in \_check\_bullet\_alien\_collision(). I found that this variable is a dictionary, by using the type function, and every time something is in this dictionary, there is a collision, otherwise, the dictionary is empty. So, I used an if statement to check if the length of collision is greater than 0, and if it is, I add one to the aliens killed. To add the lives left functionality, I made a variable called livesL which had the lives left. In the \_update\_aliens() function there is an if statement for when the alien is hit, and every time it is, I decrease the lives left by one. Once the lives left is less than zero, the game will stop updating.

I added a text box at the top of the screen to show the lives left and the aliens killed. To do this I first added the lines “pygame.font.init()” and “FONT = pygame.font.SysFont(“Consolas”, 30). This set up a font and size for the font for the text box. I then created the text box in the \_update\_screen() function called test\_text. I then added a line with the blit() function to show it. I added an if statement where the text box will have the lives left and the aliens killed, but when the player runs out of lives it will print “game over” with the number of aliens killed.