CPSC 386 Project One, due Sunday, 7 Mar 2021 (at 2359)

Your name Elnathan Yoon

Repository https://github.com/NathanYoon/Space_Invaders

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	SPACE INVADERS
☐	✔	The game has a startup screen that shows the name of the game, the values and images of the aliens, and has a Play Game and High Scores menu.
☐	✔	The high scores are stored on disk, and are displayed when the menu is selected.
✔	☐	The game has three types of movable aliens, created using a pixel editor.
☐	✔	A UFO alien moves across the screen at random, infrequent intervals. It was created using a pixel editor, and it shows its value when it is destroyed.
✔	☐	The ship was created using a pixel editor. It also has an animated (8-12 pixel frame) for destruction.
✔	☐	The aliens have simple, two-frame animations for movement. They also have a simple (3-4 frame) animation for destruction.
✔	☐	The aliens can shoot lasers back at the ship at infrequent, random intervals. Use a random number generator and pygame.time.get_ticks().
✔	☐	Bunkers allow the ship to hide from the aliens' lasers, but they are damaged by aliens' or ship's lasers. Use the Python Imaging Library for pixel manipulation.
✔	☐	Ominous background music becomes faster as the number of aliens decrease.
✔	☐	Pycharm IDE shows green checkmarks for every Python source file.
✔	☐	Project directory pushed to new GitHub repository listed above
✔	☐	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

Comments on your submission: Created animations for UFO alien and value and made startup screen with game menu and pictures of aliens and value but had trouble implementing them with starter code.