**Nico, Jerrod, Ben, Rubayet**

Specifications

● Gameplay is between 4 and 5 minutes

● There are 4 or more different enemies.

● The Game has Text on the screen during gameplay.

● The Game has audio and sound triggers on events like clicks/keys.

● The main enemy shoots harmful targets

● There is a hi-score, score, player, and power bar.

● The game offers bonus.

● There is a health bar for the player.

**Detailed Specifications**

* : from 0:01-0:03 A graphic of the Main Character displays in with text and a option menu.
* : from 0:01-0:02 A option menu offers; Game Start, Extra Start, Practice Start, Replay, Player Data, Music Room, Option (2nd option selection), and Quit
* : from 0:01-0:10 The enemies begin spiraling, additional to the left and right movements.
* : from 0:04-end of game. The main character remains at the bottom of the game play screen opposite the enemies moving left and right
* : from 0:04-0:05 Replay screen is displayed as well as all current high scores
* : from 0:21-0:end of game. The bigger Enemies appear and begins shooting laser like/fire ball like/ objects.
* : from 0:01-0:10 10 Enemy A will spawn in a group and move from left to right across the screen.
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