**Group Name: return to\_sleep**

**Members: Adam Kucewicz, Daniel Roth, Jack Potter and Jay Rathod**

**Description for Alien Evasion**

* Alien Blaster is a retro 2D shooter, inspired by games such as Space Invaders and Geometry Wars.
* The object of the game is to survive for the longest possible time, whilst shooting and evading alien spaceships.
* Your score is related to your time survived, however you will want to destroy the alien spaceships to have more room to manoeuvre the playing field and to gain bonus points.
* The game takes place on a rectangular playing field and you control the spaceship with the arrow or WASD keys (travels in both the x and y directions) and fire with the mouse or trackpad of your device by aiming and clicking.
* The player only has one life, and once an alien spaceship makes contact with the player the game is over.
* If your score is greater than the previous High Score, it will be saved and will display in the upper left hand corner of the game window until a new High Score is set.
* There is three difficulties to choose from: easy, medium and hard. Each tier increases the spawn rate of the enemies from the previous tier.