**Laser Defender**

**Game Instructions**

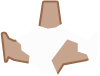
**Game Rules and Strategy**

* You are Laser Defender. Your task is to protect your machine ( playerShip) from attacking aliens (enemyShip). If aliens objects collide with your space ship, it will be destroyed.
* You will start your mission with three ships (lives), and each time you sustain a hit, you will lose one life. If your life reaches zero, you lose the game ( Game Over)
* Your space ship can move to the four directions, and your laser will also fire in all directions.
* Each alien ship must be hit by your laser at least one time to be destroyed.
* Your mission will get harder as the number of aliens will attack you from two different directions (Right & Top).
* The attackers' speed is not constant, and they have different rates of speed.
* The attackers have different sizes

**List of Assets**



1. Player Ship
2. Enemy Ship



1. Enemy Damaged Ship
2. Sound wave



**List of References**

Kenney, (2019), Player Ship [ONLINE]. Available at: https://www.kenney.nl/assets/space-shooter-redux [Accessed 30 March 2020].

Kenney, (2019), Enemy Ship [ONLINE]. Available at: https://www.kenney.nl/assets/space-shooter-redux [Accessed 30 March 2020].

Kenney, (2019), Damaged Enemy Ship [ONLINE]. Available at: https://www.kenney.nl/assets/space-shooter-redux [Accessed 30 March 2020].