**Timeline:**

Startup

* 2 seconds Application Info
* 2 Seconds Game Title and catchy title (Now I am become Death, Destroyer of worlds)
* Select Difficulty (Might rename thematically)
  + Easy
  + Medium
  + Hard
* Choose Name (Base = Select)
  + Could: Fill in own name

Game Start

* Display Score (Bose = 4th Line)
  + Should: Separate Screen
* Draw Shooter (Draw as +) (B-29)
* Draw collision as #

Asteroids (Draw as \*) (Countries)

* Spawn Speed determined by difficulty
* Shoot = +1 point
* Movement
  + Continuous movement forward
  + Random move Left or Right
* Collision with Shooter = Game over

Spaceships (Draw as <) (Allied Countries)

* Spawn Randomly
  + Minimum interval to avoid spam
* Shoot = -3 points
* Make it out safely = +3
* Movement
  + Base: Same as Asteroid
  + Could: Spawn into screen randomly, Move randomly towards shooter
* Once it reaches the shooter, avoiding it means it made it out safely

Game Over

* Save Score
* Ask to play again

Time?