**Problem:**

Client requires a Space Shooter game.

**Requirements(Gameplay):**

* Player spaceship should be accurate and smooth in terms of Shooting and Movement.
* Each Wave will bring on New Enemies in a different pattern.(Minimum 5)
* Next Wave will start exactly from where the previous wave ends.(No Scene Reload)
* Lives and Time taken should be Shown via UI.
* Code should be commented as how and why you are using the functions and what is stated in this line

**Requirements(Screens):**

* Main Menu
* Level Selection(Different Backgrounds)
* Settings(Sound on/off)
* Pause Menu

Client has provided the reference for the game.

**Reference:**

[Chicken Invader](https://www.youtube.com/watch?v=QSKc-NalxcY&ab_channel=i3GamerBR)

\*Every Learner is advised to play this and similar reference games to be able to do something innovative.

**Bonus Points:**

* Hard Chickens(takes multiple hits before going down) / Boss Fight
* Collectibles and Obstacles falling down
* Object Pooling
* SFX/VFX(Sounds and Visual Particles or Effects)
* Best Time for each Wave
* Use of OOP and Data Structures

All learners are expected to do research for requirements and bonus points