**TASK 6: Preliminary stage**

My intention is to create a game like the classical space-invaders with a look alike graphics and sound effects. The traditional game had a great impact those days and it still has its potential today. Simple games go well with nowadays young audience, as well with the elder ones, who will remind them of their childhood games. The game will be simple to play (no need of complex instructions on how to play the game) just few keys and the game play will get challenging as the player go up in levels ending up with a boss. At the end of the game a score board will be shown to see their current ranking. Before playing this game the score board will be shown as well to urge the need to be the first.