**Problem statement**

There is a single player ship and multiple enemies. The player ships goal is to destroy as many enemy ships before time runs out. In the world the player is fixed to a rail system where they fire rockets at the enemies, for each destroyed the player scores points. At the end of the sixty second timer all enemies left over are destroyed and the green “health” bar is depleted completely.

**Algorithm**

Game begins

Fire animation starts

Enemies begin movement toward player

Score display begins

If enemy is hit, gain score

Else continue

Dialogue begins stating world time/health left

Times counts down each second

Time bar/health is removed incrementally each second

Timer reaches zero, game over

User inputs commands

Space bar sets movement of rocket to move down 2 meters, rocket sound

Rocket “hits” enemy “destroying” them

Plays bomb sound

Enemy “respawns”

Rocket misses

Game continues

A & D moves left and right

If player moves to far left, wrap right

If player moves to far right, wrap left