# Game: Space Invaders

# Concept

Shoot Aliens that are trying to kill you

# Controls

Left and Right Arrows for movement, Space to shoot

# Screens

Title Screen, Game Screen, Win Screen, Lose Screen

# Classes

**Player**

* Health
* Shoot function

**Enemy**

* Row
* Column
* Shoot function

**Barrier** – Protects the player

* Width
* Height
* Durability (gets destroyed when hit enough times)

**Bullet** – what the player and enemy shoot

# Data Structures

Iostream – Debugging

# Plan

Week 1

* Game data
* Basic player movement

Week 2

* Shooting mechanic (player and enemy)
* Player and Barrier are destroyed after being hit enough times
* Collision Detection

Week 3

* Title Screen
* Win and Lose Screen
* High score?