Begin the classic game portion of the project.

Begin the side-scrolling portion of the game

Create the title sequence.

Transition from classic portion to side-scrolling portion of the game.

Create a class for Player 1 and Player 2.

Create movement by using an if statement (if a key is pressed, the player moves).

Download the Blackbox library and paste it into the code.

Create Player 1 and 2 spaceship sprites and enemy ship sprites using Photoshop.

Create the user interface for gameplay.

Insert enemies into the code and make them move and shoot.

Make a game over scren.

Yes

Game over?

No

End of the classic game portion of the project.

Begin creating the classes for Players 1 and 2.

Create a class for Player 1.