**How to Interpret Program**

Game was created in Microsoft Visual C# and XNA was used.

**How to Play Game**

**Playing Game**

1. Start program. Click the **Start** button on the right pane.
2. Use SPACEBAR to shoot aliens and LEFT and RIGHT arrows to move ship (with gun) at bottom of screen. AVOID THE BOMBS.
3. When game has ended, you can restart game by clicking **Start.**

**Changing Settings**

1. To change difficulty and enable cheats, click on **Settings** button in right pane.
2. Select a difficulty (Easy, Intermediate, or Advanced)
3. To enable invincibility, click on the **Invincible** option; to turn it off, click the **No Cheat** option.

**Problems**  
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I don’t know if this would be considered a problem, but when two graphics collide, they *might* appear to collide and not and vice versa (only minisculely). I could easily perfect this if I spent more time crunching numbers.

**Extras**

None