CPSC 386 Project One: Pong w/o walls:
due 25 Sep (-01), 27 Sep (-02) at beginning of class

Your name Eric Edelman

Repository: https://github.com/ TheSoullessOne/Alien_Invaders   /

Finished	Not Finished	Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the assignment's grade.
☒	☐	The Alien Invaders screen has layout shown on first page of this project specification, with a high score, score, multiple ships, a fleet of aliens, lasers that can be fired from the ship.
☒	☐	A fleet of aliens moves together back and forth, coming closer to the ship each time they hit the left or right wall.
☒	☐	The ship at the bottom can be moved left or right, and can fire lasers at the aliens. Each time a laser hits an alien, it disappears and the player's score is incremented.
☒	☐	If all of the aliens are destroyed, a new level begins, with the aliens moving faster, and their point value is increased.
☒	☐	A Play button begins the game (when the mouse clicks on it), and restarts the game if the player wants to play again.
☒	☐	The Python code is object-oriented, with classes being created for the Ship, the Laser, the Alien, the Scoreboard, and the Settings.
☒	☐	**No issues** are shown in PyCharm (all source code screens shown a green checkmark at the top right hand corner).
☒	☐	Image files edited in an image editor (such as Gimp or Inkscape), or downloaded and attributed to their source.
☒	☐	Sound files edited in an audio editor (such as Audacity), or are downloaded and attributed to their source.
☒	☐	Project directory pushed to new GitHub repository listed above
☒	☐	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

Comments: