

**CPSC 386 Project Three: Space Invaders:**  
due 2 Oct (-01), 4 Oct (-02) at beginning of class

Your name:

Repository: [https://github.com/ TheSoullessOne/Space\\_Invasion](https://github.com/TheSoullessOne/Space_Invasion) /

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.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The game has a startup screen that shows the name of the game, the values and images of the aliens, and has a Play Game and High Scores menu.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The high scores of the top ten players are stored on disk, and are displayed on a separate screen when the high scores menu item is selected.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The game has three types of movable aliens. Each type of alien has a different point value and animation. Aliens move back and forth, dropping lower when wall is hit.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	A UFO alien moves across the screen at random, infrequent intervals. It was created using a pixel editor, and it shows its value when it is destroyed.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	The aliens have simple, two-frame animations for movement. They also have a simple (3-4 frame) animation for destruction.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	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.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Ship created using a pixel editor, & has an animated (8-12 pixel frame) for destruction.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	If all of the aliens are destroyed, a new level begins, with the aliens moving faster, and their point value is increased.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Bunkers allow the ship to hide from the aliens' lasers, but they are damaged by aliens' or ship's lasers (use PIL). Lasers can go through partially damaged bunkers.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Ominous bg music plays faster as the number of aliens left in a level decreases.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	A Play button begins/restarts the game (when the mouse clicks on it).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	After each group of aliens is destroyed, the player advances to a higher level, where the aliens move faster, their lasers are fired more frequently, and point values increase.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	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.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

**Comments:**

Could not get the timer class to work. Could not figure out how to properly do animations.