

INSTRUCTIONS:

A simple and alternated version of space invaders: Your objective is trying dodge all the bullets shot by enemies and attempt to destroy all enemies. You have an additional ability to teleport back to an original position. Your goal for the game is to survive until level 5.

Objects on Scene:

1. Player Character:

- This is the main character that you control
- The character can move left, right, teleport and shoot
- The player has 3 lives

2. Enemy:

- Moves vertically downwards. (except for level 5)
- If the player shoots a bullet on the enemy, the enemy is destroyed and points are added
- The enemy can also shoot bullets that can kill the player

3. Bullets:

- Shot by the enemy and the player
- White bullet indicated player bullet
- Yellow bullet indicate enemy bullet

4. Teleport body:

- Body that is left behind when the teleport ability is casted
- It will remain in place until the button is pressed again, which will be replaced by the actual player and be destroyed

5. Score Display:

- Displays the current score based on bullets and enemy destroyed

Player's Controls:

- Left Arrow or "A": Move Left
- Right Arrow or "D": Move Right

- Space Bar: Shoot bullet
- "F": leave teleport body / teleport to the teleport body
- Y (when game is stopped): Restart the game

Scoring:

- destroying an enemy bullet: +1 points
- destroying an Enemy: +5 points

Game End Conditions:

- Win: when the final level (level 5) is won
- A victory screen will be displayed showing the final score. - Press 'Y' to restart the game.
- Lose: if the player collides with an enemy bullet or enemy - A failure screen will be displayed with the message "You have died to the enemy". - Press 'Y' to restart the game.