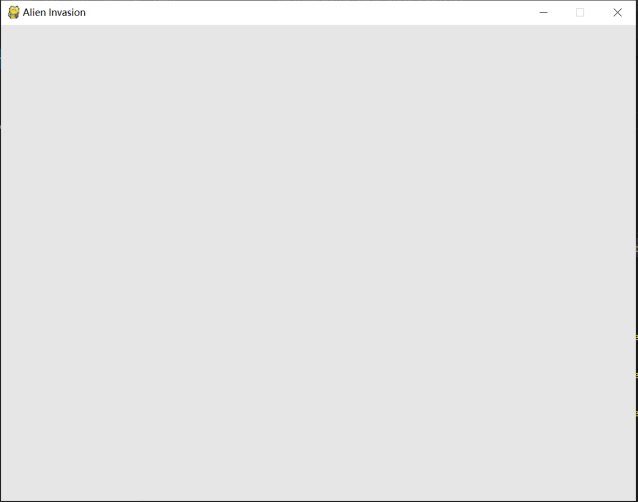
### 项目：外星人入侵

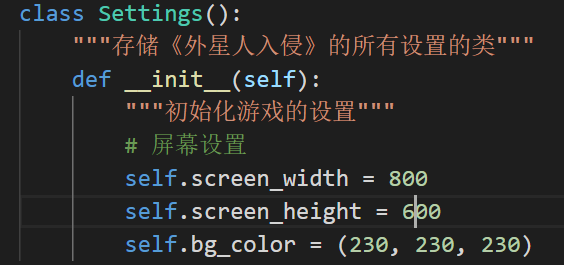
1. 武装飞船
2. 创建窗口
3. 创建窗口响应输入



1. 设置背景色（灰色）



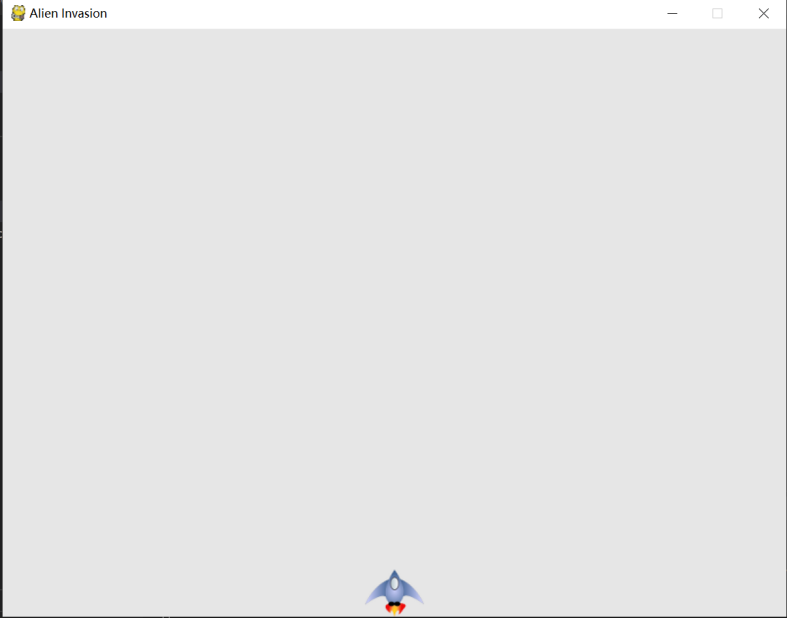
1. 创建设置类



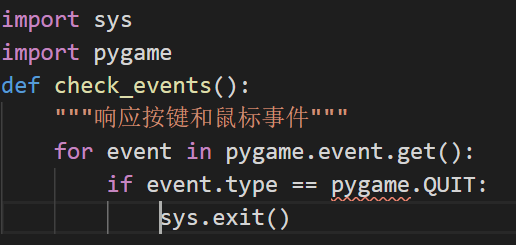
1. 添加飞船图像
2. 创建ship类



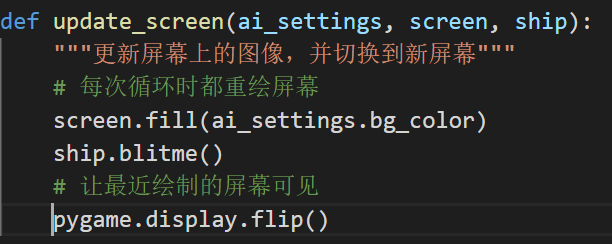
1. 在屏幕上绘制飞船



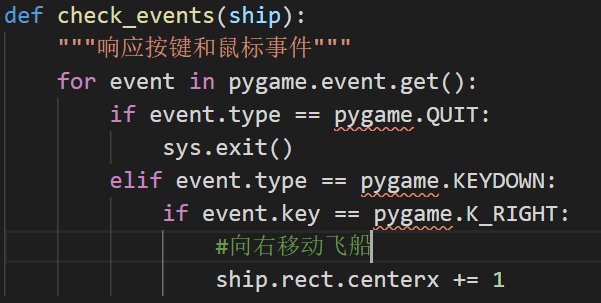
1. 重构模块game\_functions
2. 函数check\_events()



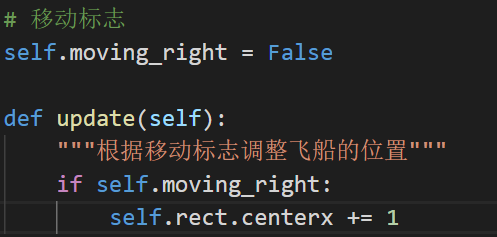
1. 函数update\_screen()

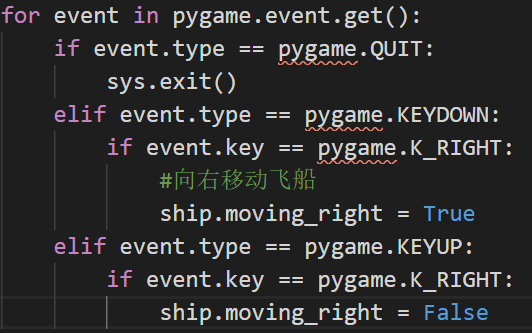


1. 驾驶飞船
2. 响应按键

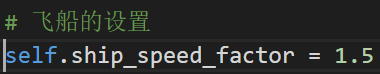


1. 允许不断移动（按住右键不放，不断移动）



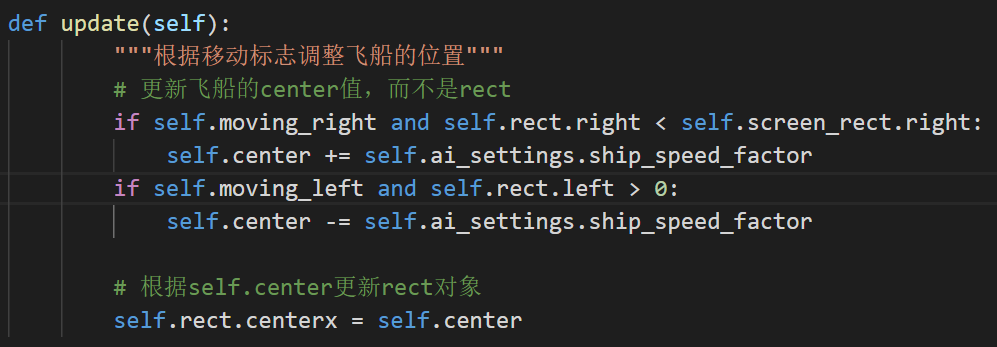


1. 左右移动（左边同理）
2. 调整移动速度

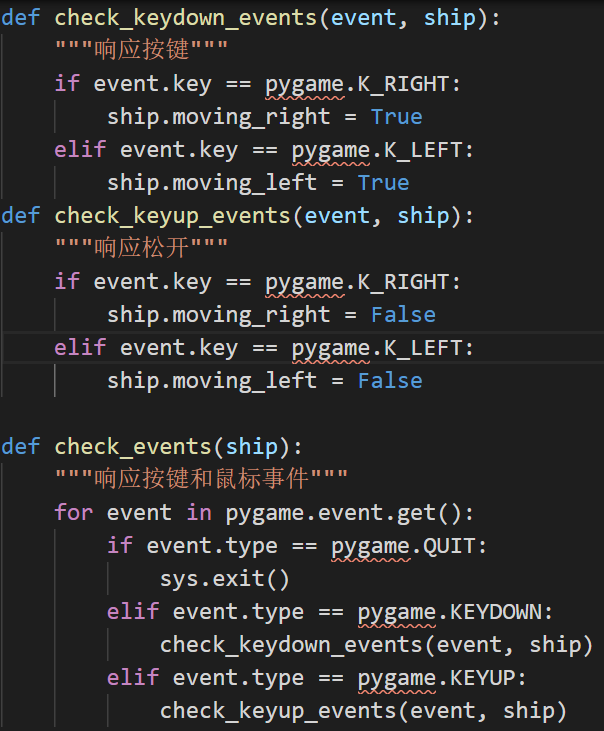




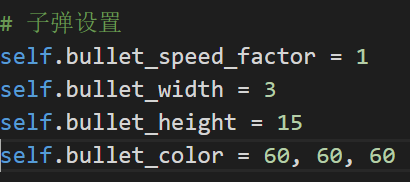
1. 限制飞船的活动范围



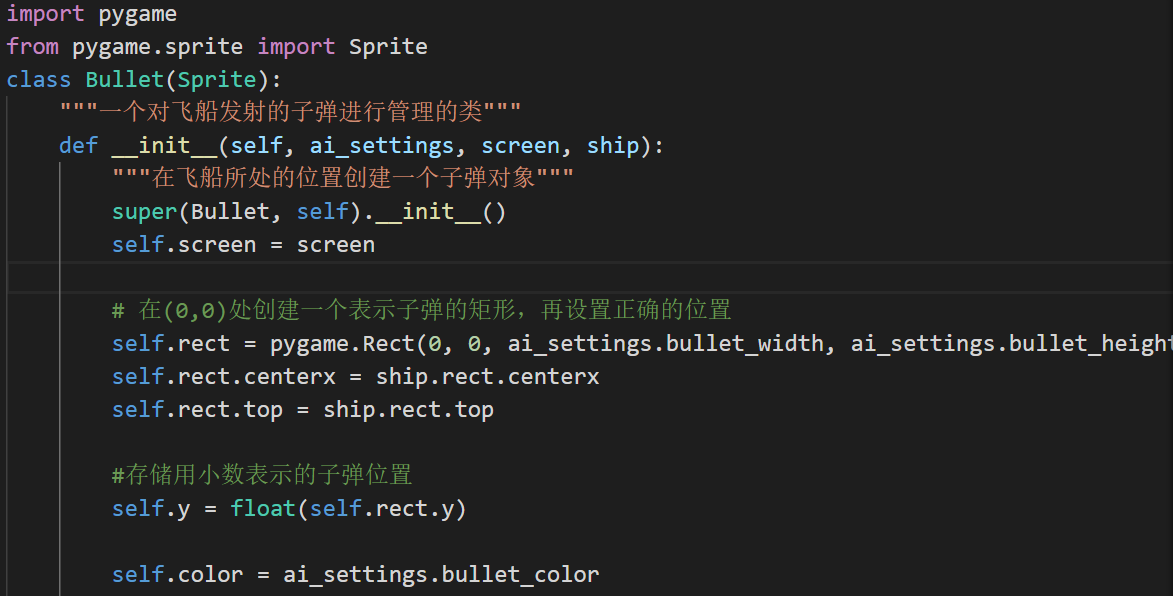
1. 重构check\_events()

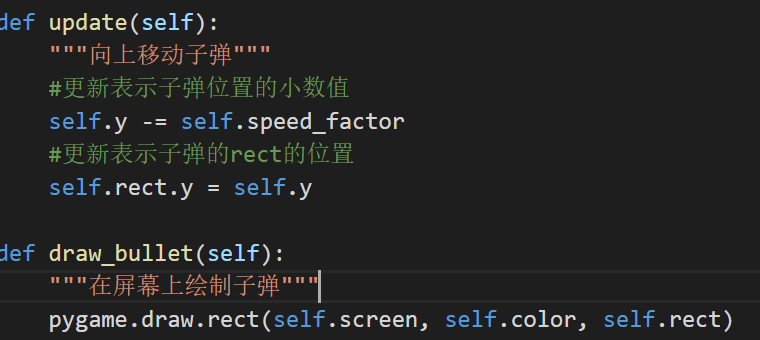


1. 射击
2. 添加子弹设置



1. 创建Bullet 类





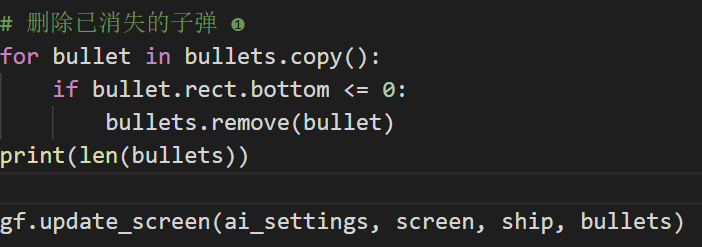
1. 把子弹存储到编组中



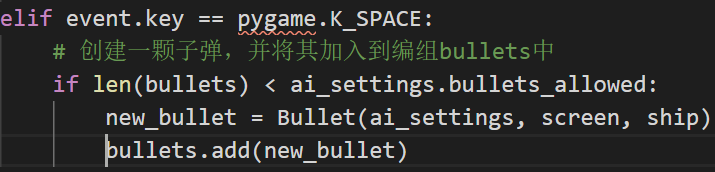
1. 开火



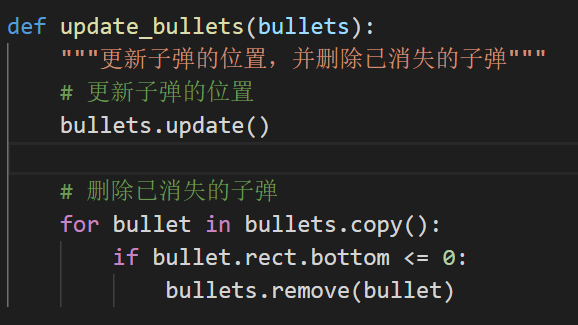
1. 删除已消失的子弹



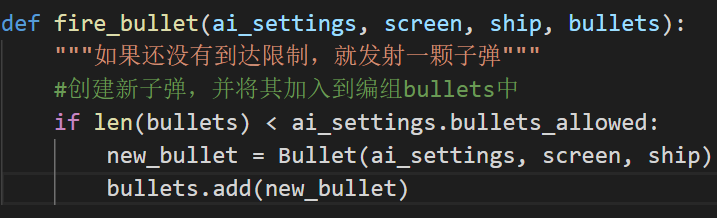
1. 限制子弹数量



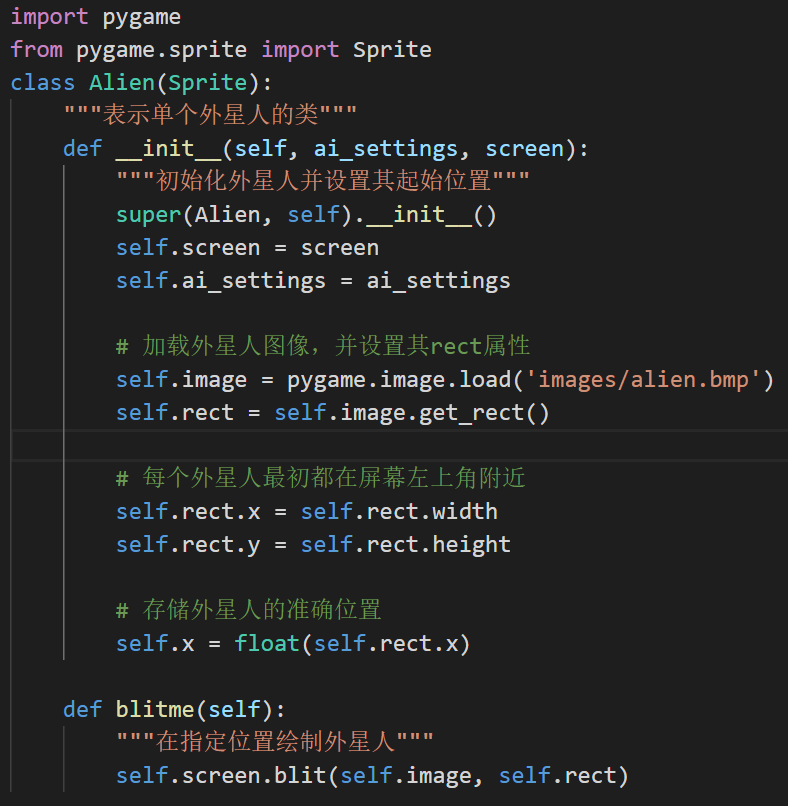
1. 创建函数update\_bullets()



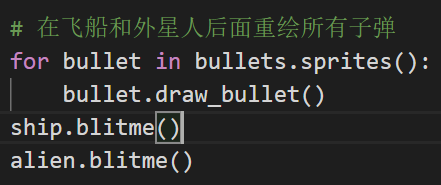
1. 创建函数fire\_bullet()



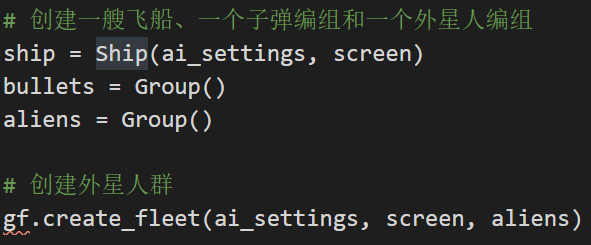
1. 外星人
2. 创建第一个外星人
3. 创建alien类



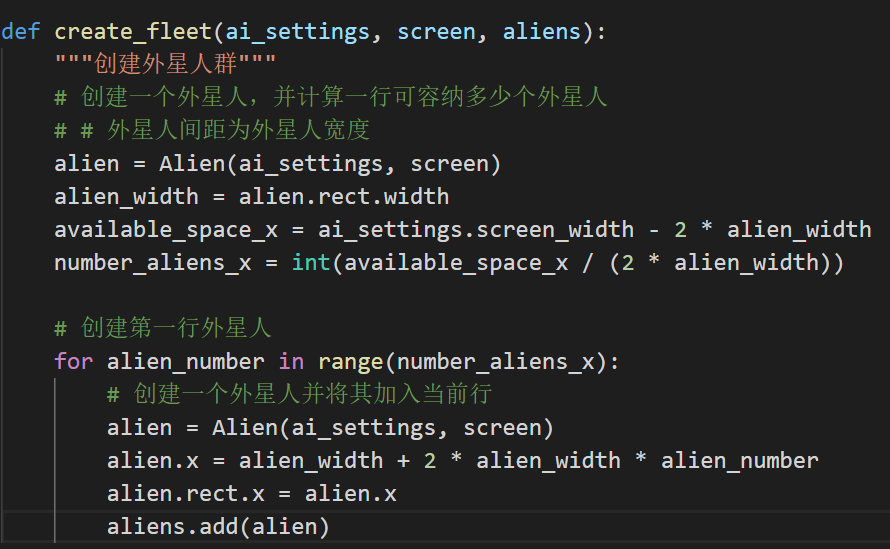
1. 创建alien实例
2. 让外星人出现在屏幕上



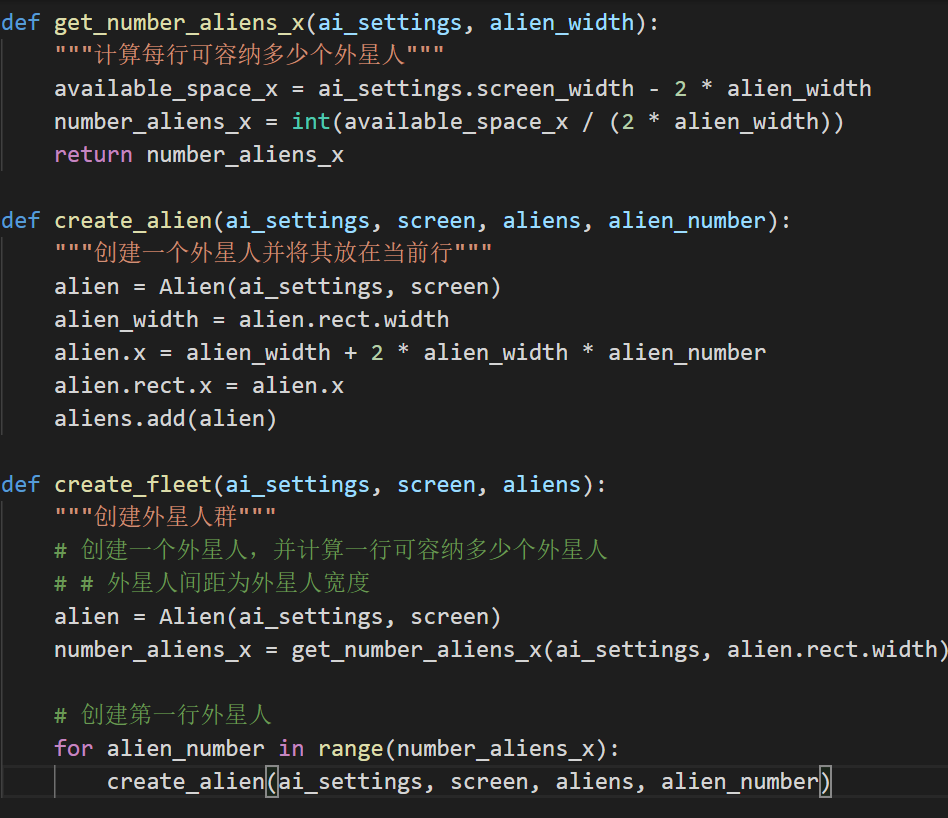
1. 创建一群外星人
2. 确定一行可容纳多个外星人
3. 创建多行外星人



1. 创建外星人群



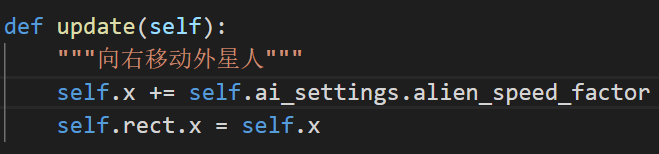
1. 重构create\_fleet()



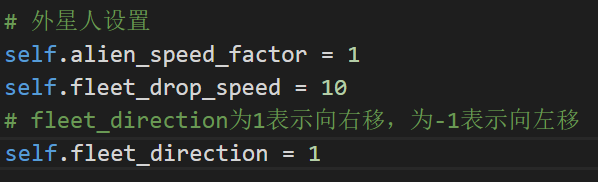
1. 添加行



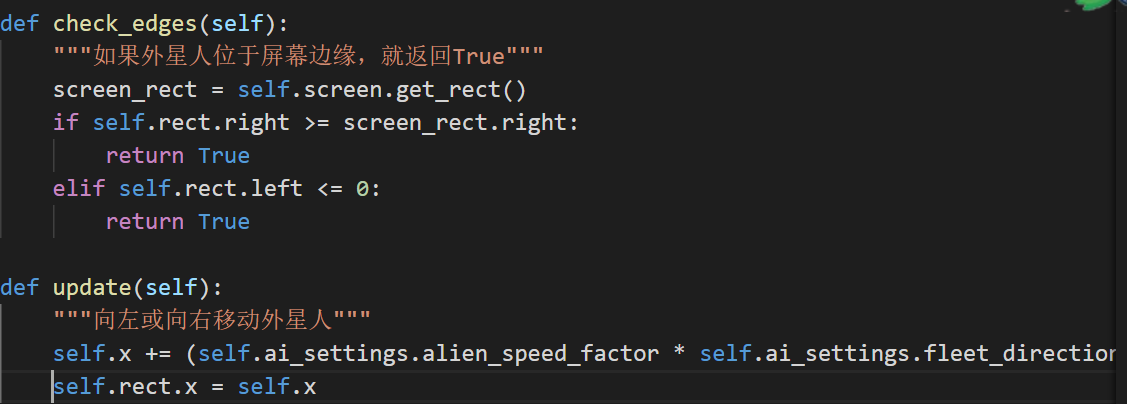
1. 让外星人群移动
2. 向右移动



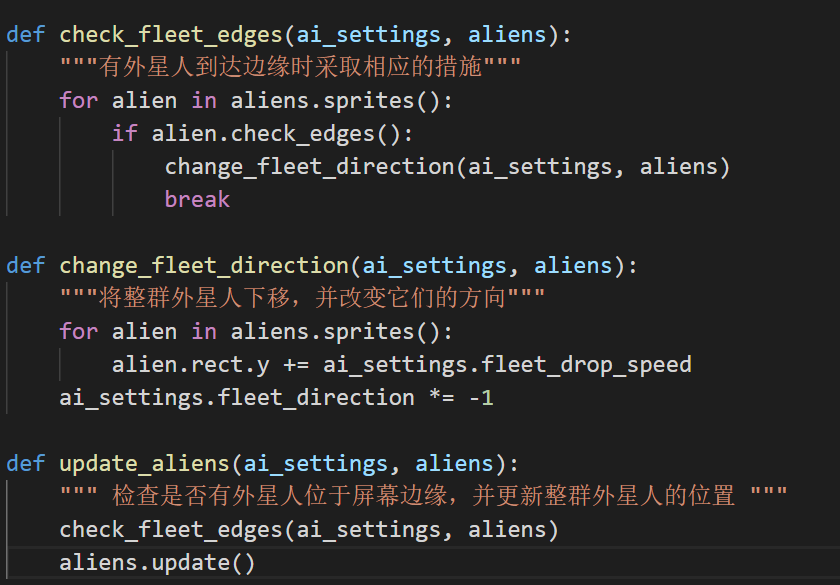
1. 创建表示外星人移动方向的设置



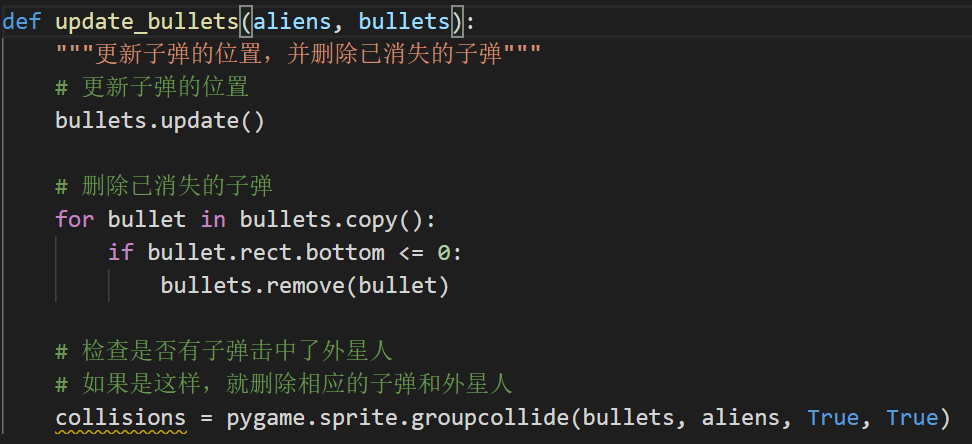
1. 检查外星人是否撞到了屏幕边缘



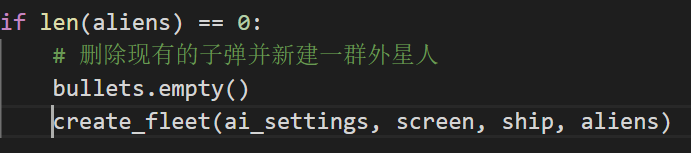
1. 向下移动外星人群并改变移动方向



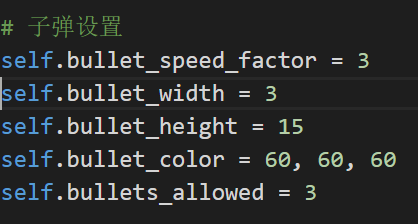
1. 射杀外星人
2. 检测子弹与外星人的碰撞



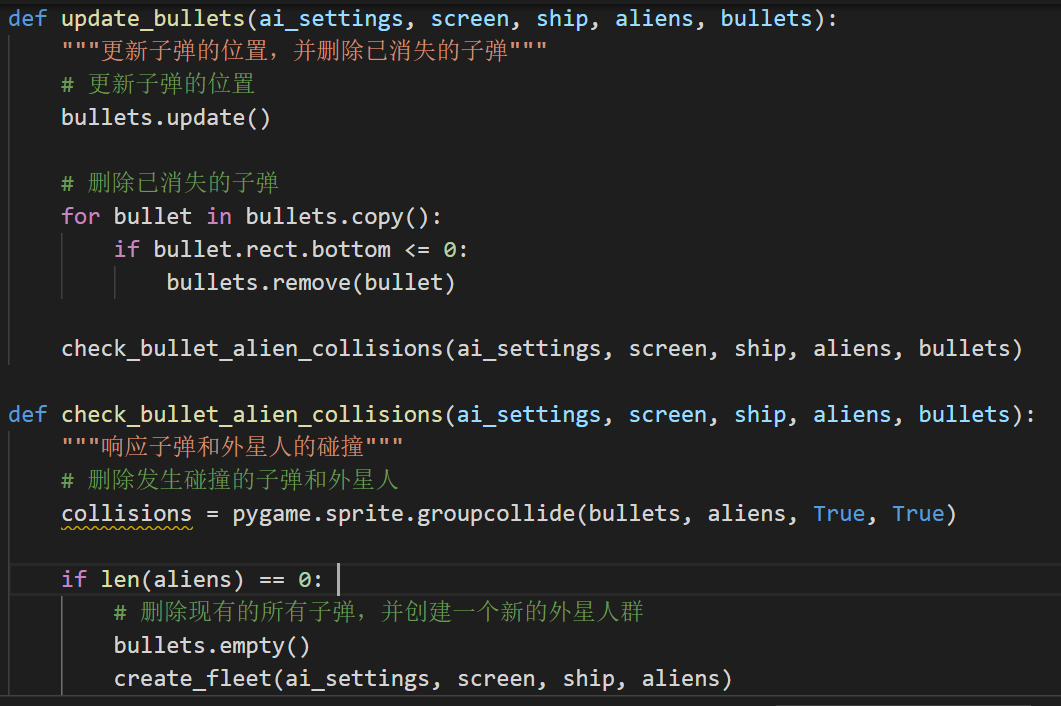
1. 生成新的外星人群



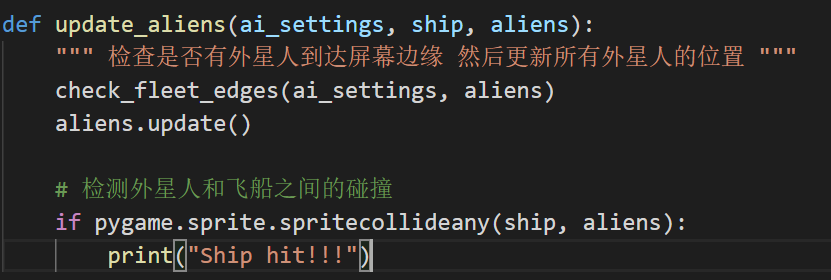
1. 提高子弹的速度



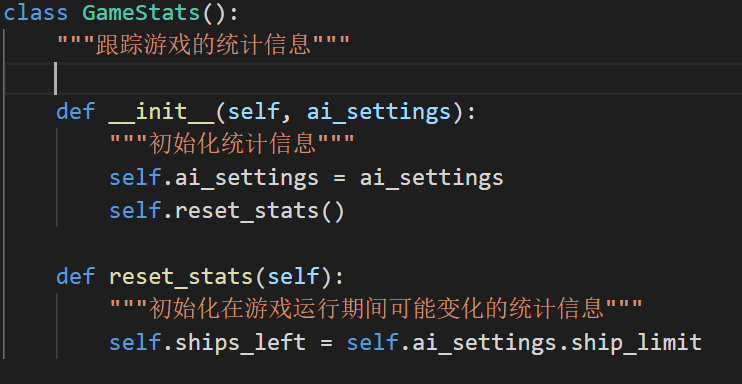
1. 重构update\_bullets()



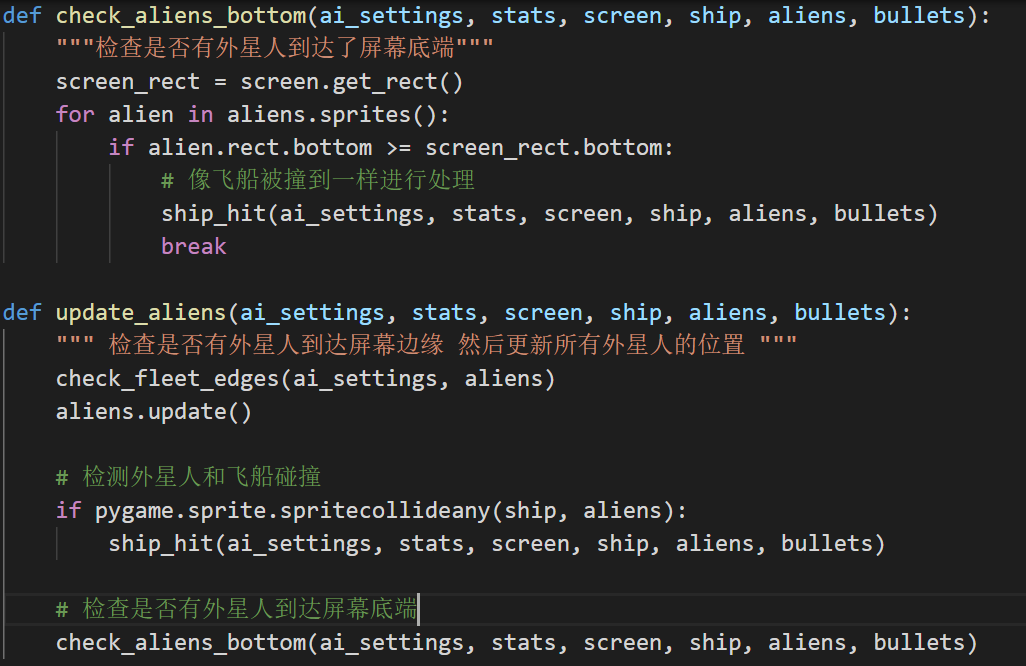
1. 结束游戏
2. 检测外星人与飞船碰撞



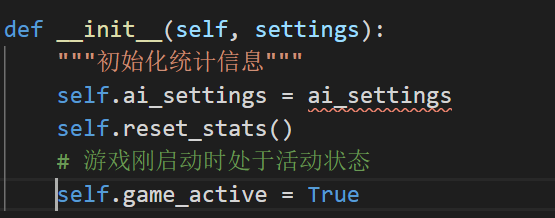
1. 响应外星人和飞船碰撞



1. 有外星人到达屏幕底端



1. 游戏结束



1. 计分