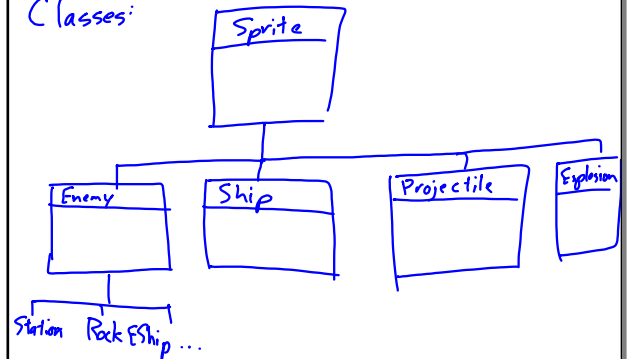


Space Jackal Game Design

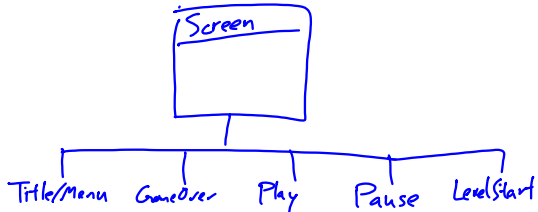
Bosconian-style shooter-core ideas

- Ship(s)
- Enemies (stations, ships, etc)
- Game stats (lives, points, etc)
- Power-ups
- Projectiles (player & enemy)
- Wrap-around playfield
- Levels

Classes:



Screen



Game

sprite images
sounds
curr Screen
game data (score/lives)