The Basics of the Game for Space Invaders

- Spaceship Controlled by the Player
- Scoring which Resets every level
- Image based sprites for all the elements
- Starting Screen -
    - Logo
    - Start Game Button
    - Exit Button
- User enters name after pressing Start Game button for every game
- Name of user needs to be visible at the top of screen
- The game needs to start with two rows and five columns
- Player spaceship can move across the bottom of the screen and cannot leave the screen
- Player spaceship can shoot laser which beams upwards and can hit enemy aliens
- Aliens can shoot downwards and reduce ship's health from 100 to 0
- If health = 0, game ends
- If aliens = 0, go to next level with additional aliens
- Implement functional boundaries, background image, consistent overall look
- Specify a target resolution for the game
- Reset all points and levels when starting new game

Pass Criteria

- Main Menu with two buttons
- Record an effective laser sound for your game and present:
    - Original sound recorded
    - Description of the effects applied to the sound
    - Final Modified Sound
- Across the top of the screen, the game must have:
    - Score
    - Health
    - Number of Shots Fired
    - Number of Shots Hit
    - Number of Shots Missed
- Three game levels with different background images

Merit Criteria

- Support HD resolution
- 2 Power ups implemented
- Add explosions to the game
- At least five game levels with an end of game boss

Distinction Criteria

- Consistent visual theme for the entire game
- Record three different sounds and present for each:
  - Original Sound
  - Sound effects applied
  - Final sound
- Animated material which must contain at least 4 frames which change in sequence