**~~The Basics of the Game for Space Invaders~~ Matthew**

* ~~Spaceship Controlled by the Player~~
* ~~Scoring which Resets every level~~
* ~~Image based sprites for all the elements~~ Matthew
* ~~Starting Screen~~ -
  + ~~Logo~~ Matthew
  + ~~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 Lorraine & Kim to research this~~
* ~~Reset all points and levels when starting new game~~

**Pass Criteria Lorraine & Matt**

* ~~Main Menu with two buttons~~
* ~~Record an effective laser sound for your game and present: - Lorraine & Kim to research this~~ Lorraine & Matt
  + ~~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: Lorraine & Kim to research and decide these~~ Matthew & Lorraine
  + ~~Original Sound~~
  + ~~Sound effects applied~~
  + ~~Final sound~~
* Animated material which must contain at least 4 frames which change in sequence