**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

**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