**SPACE INVADERS**

**Task 1 – P1.1**

***Identify client requirements by listing the features required in the above scenario***

The features needed for the mentioned scenario are as follows:

1. Having the spaceship being controlled by the user at the bottom of the screen. The spaceship will go left or right according to user input and never leaves the screen.
2. The score will reset with every different level, however a high score can be implemented so as to show which user is on top and what score to beat.
3. Sprite images need to be created for all elements

**Task 2 – P1.2**

**Task 3 – P1.3**

**Task 4 – P2.1**

**Task 5 – P2.2**

**Task 6 – P3.1**

**Task 7 – P3.2**

**Task 8 – P3.3**

**Task 9 – P4.1**

**Task 10 – P4.2**

**Task 11 – M1.1**

**Task 12 – M2.1**

**Task 13 – M3.1**

**Task 14 – D1.1**

**Task 15 – D3.1**

**Task 16 – D2.1**