



CONSTANTS:

- 1) height of screen
- 2) width of screen
- 3) Background picture
- 4) tank y coordinate
- 5) tank speed
- 6) missile speed
- 7) invaders speed
- 8) tank picture
- 9) missile picture
- 10) invader picture

CHANGE DATA:

- 1) x of tank
- 2) x of invaders
- 3) y of invaders
- 4) missile x
- 5) missile y
- 6) direction of invader
- 7) direction of tank
- 8) game state

BIG-BANG!

- 1) on tick
- 2) to draw
- 3) on key
- 4) stop when