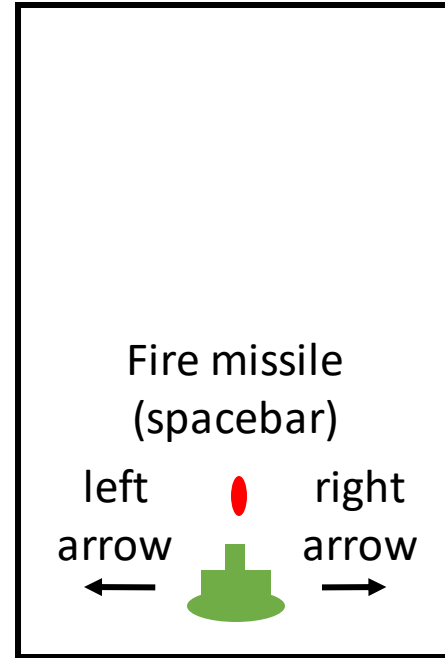


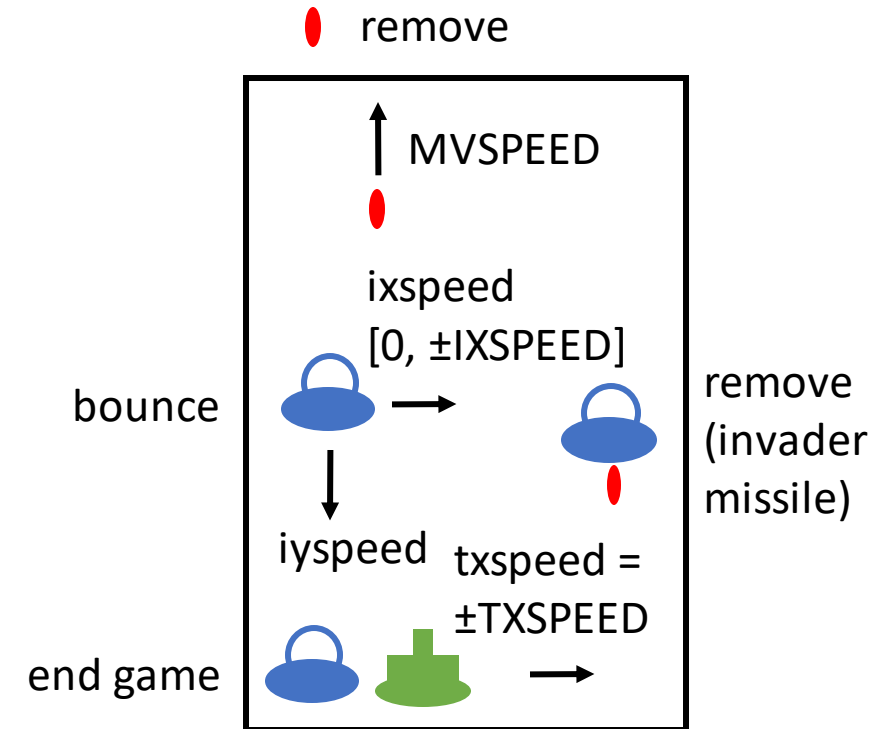
CONSTANT:

- WIDTH
- HEIGHT
- MISSILE-IMG
- INVADER-IMG
- MTS
- MYSPEED
- IXSPEED
- IYSPEED
- TXSPEED
- HIT-RANGE
- INVADE-RATE
- INVADE-RATE-MAX



CHANGING:

- (x, y) coordinates of missile and invader
- x-coordinate of player
- ixspeed invader x-speed
- txspeed tank x-speed



BIG BANG OPTIONS:

- on-tick
- to-draw
- on-key
- stop-when