**FIRST PHASE SUBMISSION**

Space invader is a game in which there are rockets which moves and shoots. There is a space ship present which also shoots the aliens. Special keys would be assigned to move the spaceship. A separate header file would be needed to move the space ship around (for assigning keys).

Start

Aliens will move

Aliens will shoot

Spaceship would fire

If spaceship or aliens are finished

Score would be printed

Different functions would be created for aliens. The function will include their shape color. Movement of aliens would be in an axis(x, y axis). The bullets of aliens would move downward (their movement would be created by assigning particular positions/axis. When the axis of bullets of the spaceship and axis of the aliens would match, the aliens will vanish. As the bullets hit the aliens, the aliens would die similarly, spaceship has a particular set of lives when they finish, the game would be over and the score would be printed on the screen

**SIR’S RECOMMENDATIONS:**

* To add levels.
* To input name, age, gender, id number and password.
* To print name, score and gender count (male/female).
* To compare number of time both gender have played and to output the gender whose plays are more.