Space Invaders Project (Anthony Halikidis)

The goal of this project was to remake the original 8-bit Space Invaders leerob from Github.com. Below are the changes made?

**Images**    
background changed to space theme

Enemy1\_1 and enemy1\_2 change to Luigi

Enemy 2\_1 and enemy2\_2 changed to 8 bit boo

Enemy3\_1 and enemy 3\_2 changed to 8 bit Kirby

Enemylaser changed to black

Laser changed to orange design

Mystery changed to 8 bit Banana

Ship changed to 8 bit Mario

**Text**

Self.titleText changed to “Space Invading”

Self.titleText2 changed to “GOOD LUCK”

Self.gameOverText changed to “You’re bad”

Self.nextRoundText changed to “Good job”

Self.enemy1Text changed to 20 pts

Self.enemy2Text changed to 40 pts

Self.enemy3Text changed to 60 pts

Self.scoreText changed to “Cash”

Self.livesText changed to “Marios”

**Source code**

Enemy3\_1 pts changed to 100

Enemy2\_2 pts changed to 200

Enemy1\_2 pts changed to 300

Mystery pts changed to 300, 600 or 1000