

SPACE GAME DOCUMENTATION

This game has single player, two kind of enemies and coins. Enemies are created randomly and they will fall from top continuously. Player can hit enemies by firing(pressing space) scores was allocated depending on the type of enemy hitted. After bullet hits enemy it releases a coin, the coin falls slowly if our player touches that coin points are added. I have added explosion when there is collision.

CODE ORGANISATION

- I used **Setinterval** for updating the game for every 40ms.
- The interval functions draws the player, enemies and coins and updates (position of player and enemies, is there a collision).
- To check the collisions between bullet and enemy I am maintain a list for both bullets and enemies (bulletList and enemyList) similarly maintain coinsList for coin.
- Whenever there is a collision I am deleting that enemy and exploding it.
- With increase in time level also increases along with level speed and number of enemies spawns also get increases.
- If player get three hits with enemy then game over.