**Project Introduction**

*I wanted to make something akin to an Asteroids game for my final project. The player would control an object that would move around the screen and shoot other incoming objects coming from the top of the screen. I eventually settled on some kind of aircraft shooting down missiles over the sea or sky. In the beginning, I originally wanted to make a time limit to survive, but I thought it would be more interesting for the game to progressively get harder the more time went on and would make the player want to try again to beat their high score.*

**What has been completed so far?**

*Airplane and Missile images were created from scratch using MS Paint 3D. Game is now functional with working controls as well.*

**What else needs to be done?**

*As of right now, the game will automatically end after a few seconds once you lose all of your lives. However, I plan on making a separate window where it will display a High Score .txt file with buttons to restart the game, a label and button to write and submit your name to the leaderboard, which will update itself witch each entry as well as another button to take you to the GitHub page to keep up to date with new releases.*

*I will also need to create my user manual document and create more comments that explain my code in more detail.*