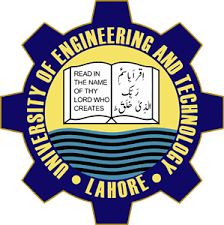
**Space Invader game**

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**A brief look at the history of space invader games:**

Space Invaders is a **Japanese shooting video game released in 1978 by Taito**. It was developed by Tomohiro Nishikado

**Objects:**

There are 3 or more objects in this game. One is a spaceship and other are hurdles spaceship.

**Rules & Interactions:**

Spaceship can be moved left, right, up and down and can fire. Hurdle spaceships moves randomly and fire. If the fire of hurdle spaceships touched our spaceship so live decreases. If the spaceship touch with other spaceship then also life decreases and after end of all lives game will end. If we kill one hurdle spaceship we will get 5 score. We can kill other space ship by firing on it.

**Goal:**

Main goal is we have to save our world from the hurdle spaceship. We have to kill all other hurdle space ships.

Here # symbol represents border/road. O represents car and @ represents hurdle car.

OOO @@@