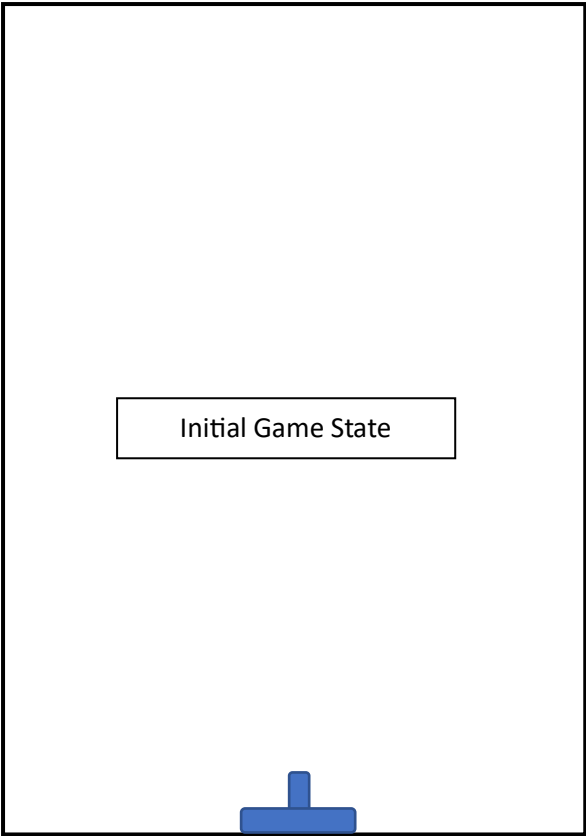


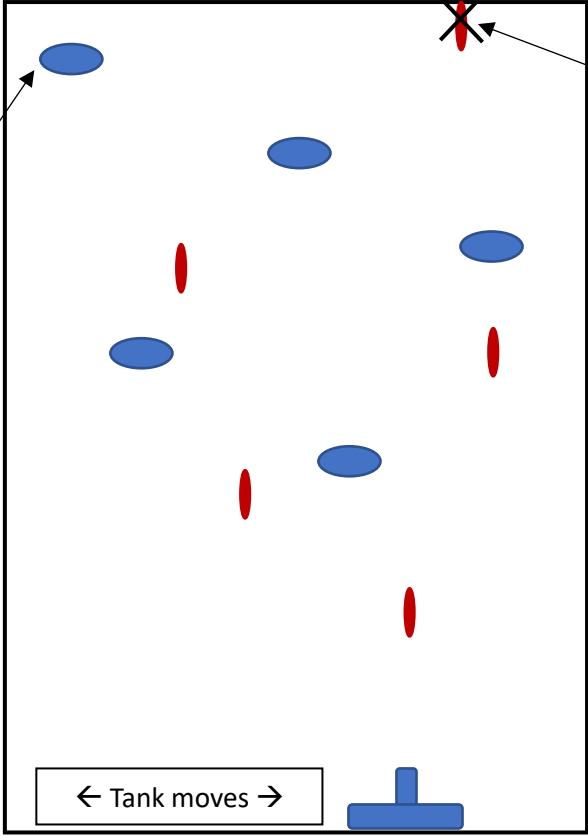
← HEIGHT →



← WIDTH →

Constant Information:	
WIDTH	HEIGHT
TANK	INVADER
MISSILE	MTS
INVADER-X-SPEED	INVADER-Y-SPEED
TANK-SPEED	MISSILE-SPEED
TANK-Y	

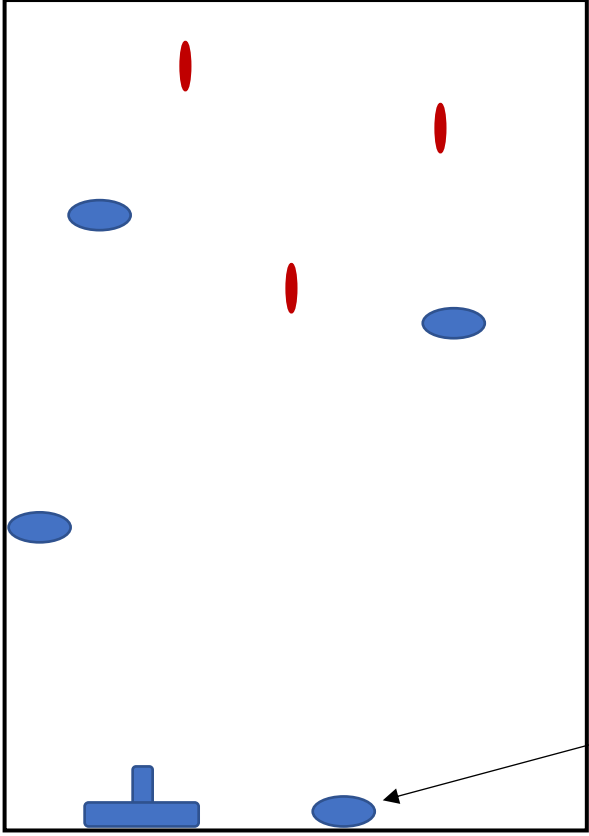
Invaders fall from above at 45-degree angle



Game Progression

Changing Information:
INVADER-X
INVADER-Y
TANK-X
MISSILE-X
MISSILE-Y

Missile disappears once it reaches HEIGHT



Game Ends

Big-Bang Options:
On-tick
To-draw
On-key
Stop-when