

Brock Boehler & Yaning Lan
Space Invaders Clone
Final Project Features

Base Features Completed:

- Keyboard-controllable player character
- Player lives and life counter
- Animated and moving enemies that fire missiles at player
- Player can fire missiles at enemy
- Collision detection
- Enemy and player death
- Game over / level complete detection
- Enemy AI when firing missiles

Bonus Features Completed:

- Scorekeeping
- Game over / game won screens
- Remaining player lives shown on screen
- Splash screen before game begins