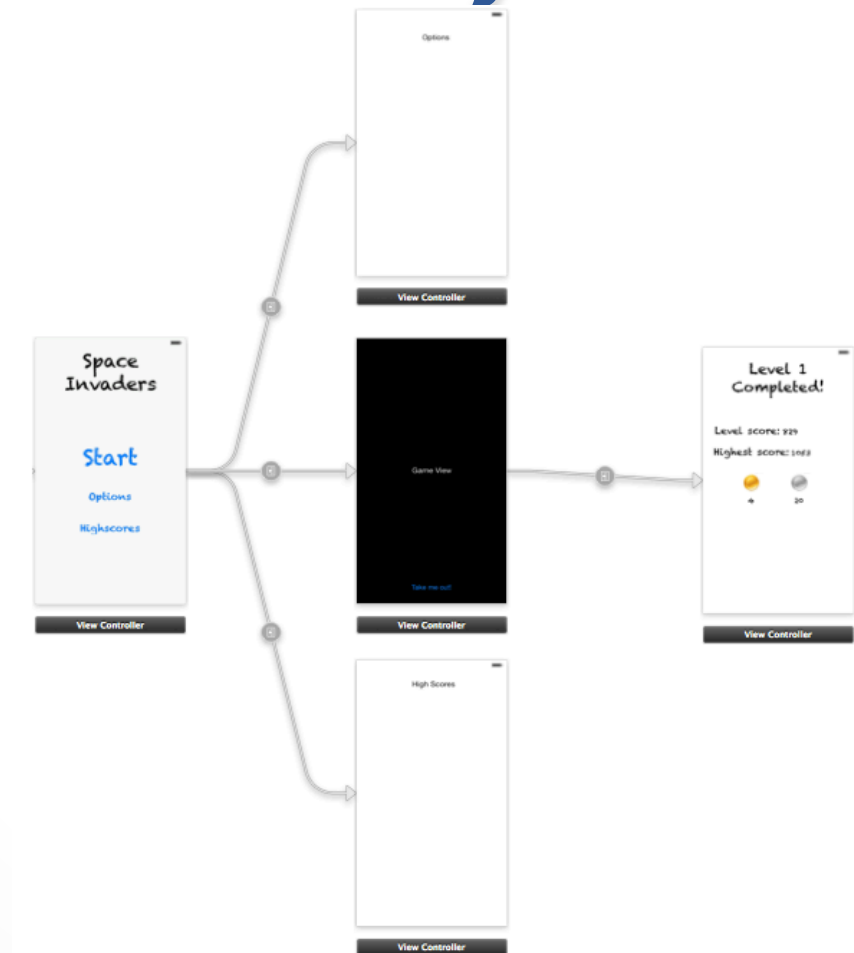
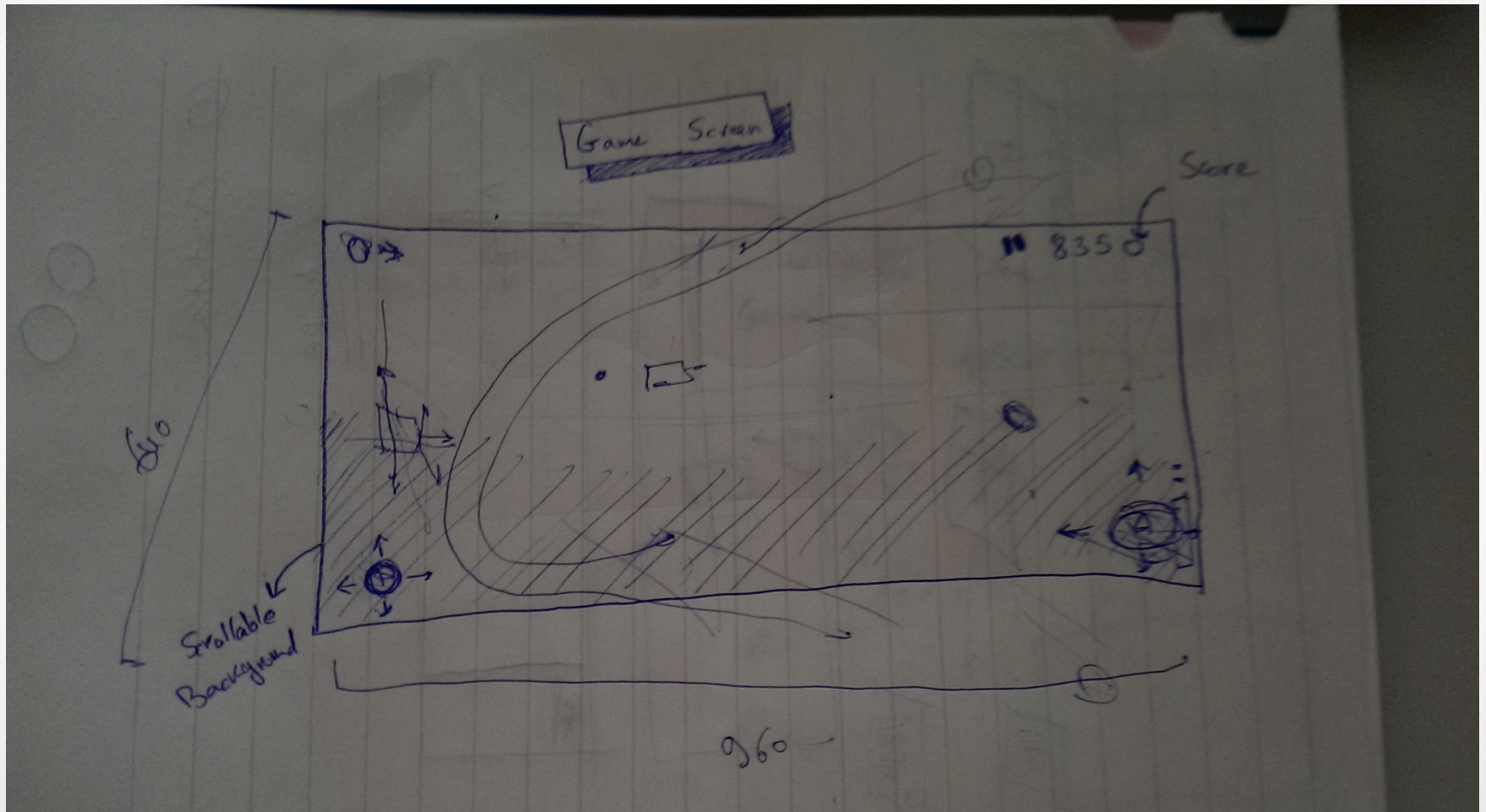


Space Invaders

Our Story Board



Game View Sketch



Upgrade Ideas

All Upgrades are active for a few amount of seconds after they've been activated.

- Slow Motion for Every Enemy and (maybe)their bullets
- Faster Shooting Mode
- All enemies die in one instant
- An upgrade to be able to keep shooting non stop. (and hence only move the cannon)

Upgrade View Sketch

