**Rules of the Game**

-The game begins with the “Press any key to start” prompt (center screen) along with a volume option below it

-All new games start players with 3 lives displayed by 3 icons on the top left of the screen.

-A player’s current score is displayed on the top right of the screen

-The current level is displayed on the top center of the screen

-There is a small area of boundary on the left and right side of the screen (neither player nor enemy can cross)  
**Player**

-Player can only move left and right

-Player can only shoot projectile upwards one at a time (only one projectile can be present on the screen

-When a player starts (or dies) they begin at the bottom center of the screen and all projectiles are removed

-When player is hit, the enemies are frozen and it conducts a small 1 second animation.

**\*Barriers\***

-There are 4 barriers starting right above the horizontal axis of the player

-These barriers completely disappear when the lowest enemy reaches the horizontal axis just above it

-These barriers consist of 10 parts that it can be struck from

-Each part can be hit 4 times until it completely vanishes

-The barriers condition remains the same throughout the game

**Enemies(Faculty)**

-There are 10 columns and 5 rows of enemies

-Each row is a contains a different type of enemy

-The enemies move in the same direction in unison until the left most enemy reaches the left boundary or the right most enemy meets the right boundary

-Each enemy starting from the lowest row is worth 10 points, 15 points, 20 points, 25 points, 30 points

-Each enemy has 2 idle positions

-Upon being hit blood splatters upwards staining the background.

-When all enemies are destroyed the screen is cleared and the next wave immediately begins with the player centered.

-When wave is completed, player is given another life

**Bonus Enemy(Trustee)**

-The bonus enemy appears every 10-15 seconds that goes across the top of the screen coming from either direction

-It takes the bonus enemy a total of 5 seconds to cross the screen.

-When it is hit blood splatters in all directions staining the background and a small 1 second animation is played where it was destroyed

**Background**

-Any blood that stains the background remains for 4 seconds and then begins to fade away completely over the period of 1 second

-The background color is completely black