**Alien Invasion Software Requirements**

1. Game must contain a PyGame screen set using set\_mode (0, 0) for matching game screen.
2. Game background must be a dark gray.
3. Font, buttons, and projectiles must be plasma teal in color
4. There must be an alien and ship image both stored as bmp to the images folder within the main project folder.
5. The game must contain alien which are bitmap images which are lined up in a grid and move from left to right and right to left while also moving downward.
6. The user must have a ship to control that begins centered at the bottom of the game screen.
7. The Users ship must be able to fire projectiles and move from left to right and right to left without leaving the game screen.
8. The ship must also i8ncrementally speed up as the game progresses
9. The projectile must destroy any alien that it comes into contact with.
10. The projectile must 4 px wide and 30 px high
11. There must be no more than 5 bullets on the screen at any given time
12. The game must have a scoring system that keeps track of the users score for each alien killed, and which increases in value as the game progresses