Group Project Proposal

Alien Invaders

For our project, our team would like to work on an arcade game, Alien Invaders. This topic fits the courses group project for several reasons:

● It is an open source project.

● The game does have some flaws that we can work on.

● It is developed in HTML5

● Alien Invasion is under License GPL and MIT.

● We can easily spread out the work for this project amongst all of our members

For these reasons, we believe that this is a topic that will not only be very interesting to research and develop, but also provide us with a better understanding of how to contribute to open source work and how to develop as a team. As the Alien Invasion project has already been developed, we would like to add new features and update some of the visuals.

We propose that we split our project up between our members like so:

● Anna Nicole Tupas: Fix bugs that do not allow enemies to go to the far right.

● Alfonso Figueroa: Music and visual updates

● Geonhyeong Park: Spread out the enemies so they are not bunched.

With our project split like this we believe that each member has a fair, equal amount of work, to do on the project. This will allow us to have a well balanced project with research and development being displayed by all members of our team.

## 

Links

[1]​​<https://github.com/leereilly/games>

[2]​​<https://www.pygame.org/>

[3]​​<https://github.com/cykod/AlienInvasion>

[4]​​Our github link [TBD]