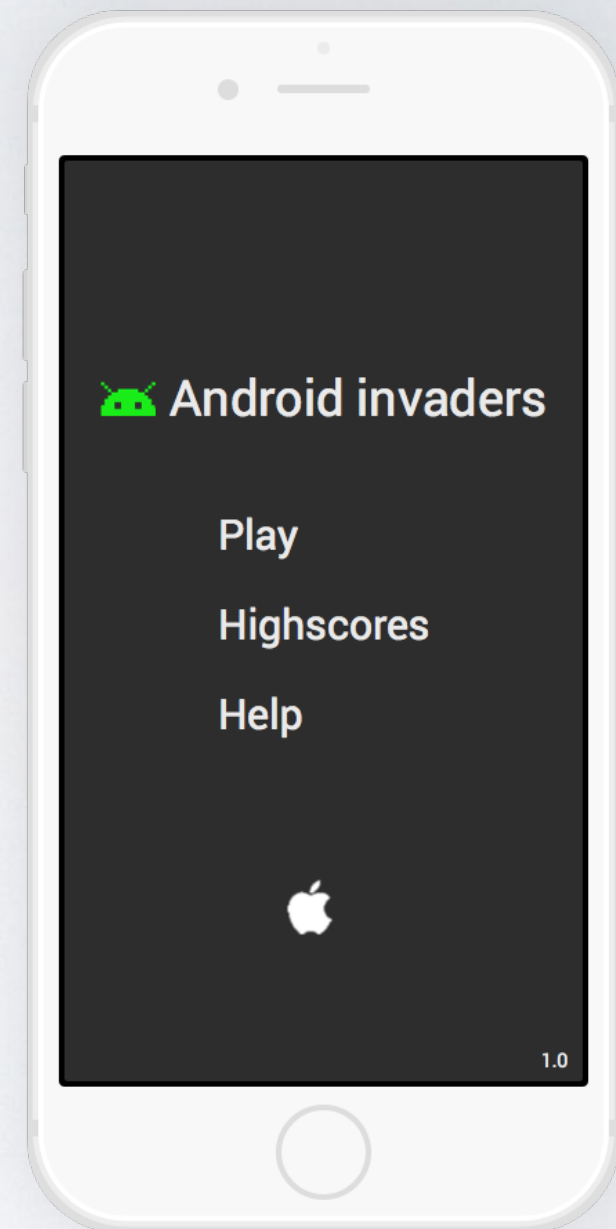# ANDROID INVADERS

A shitty space invaders clone.

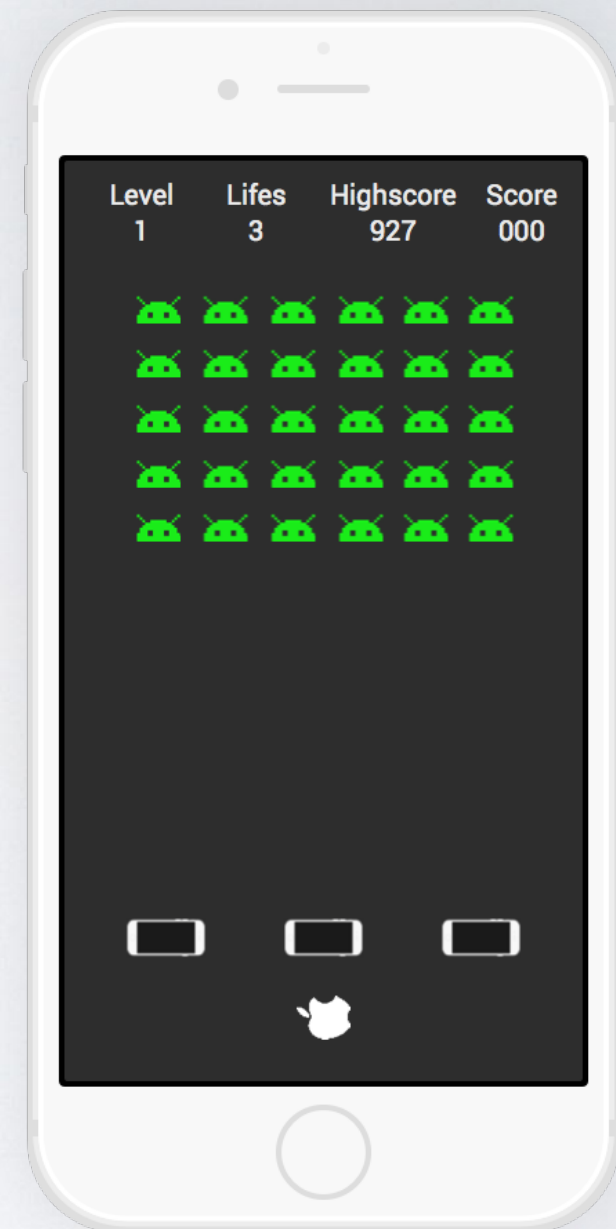Moritz Werthebach, Matthias Urhahn

START SCREEN

- Minimalistic startscreen

- Full screen game
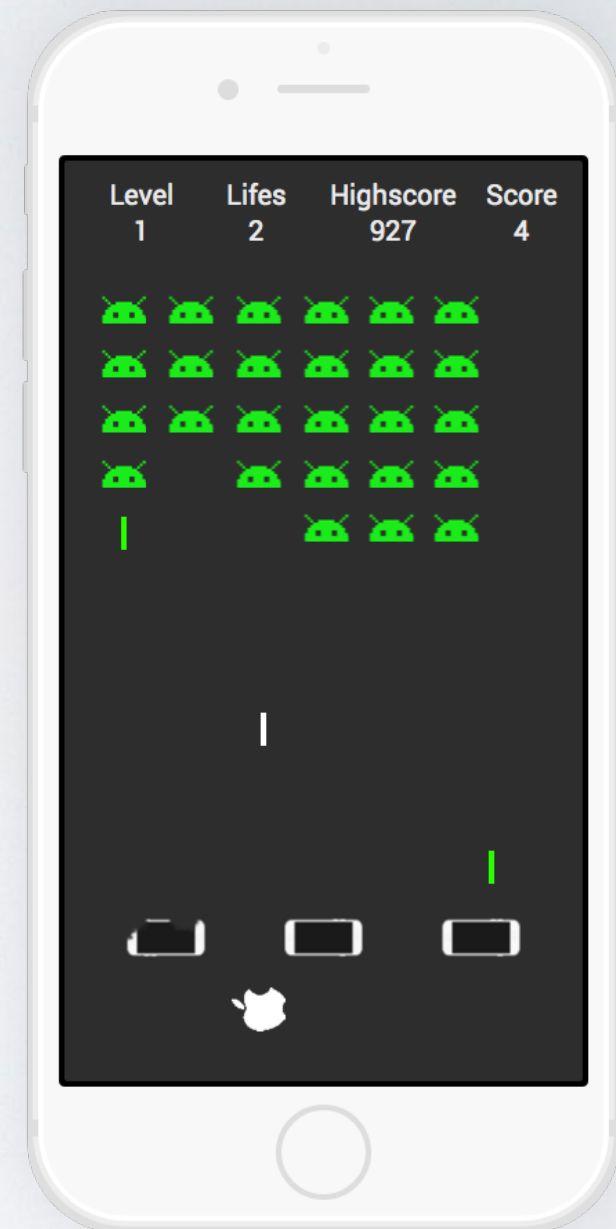
- Selection by touch

GAME START

- Small delay until start

- Enemies fade in row by row
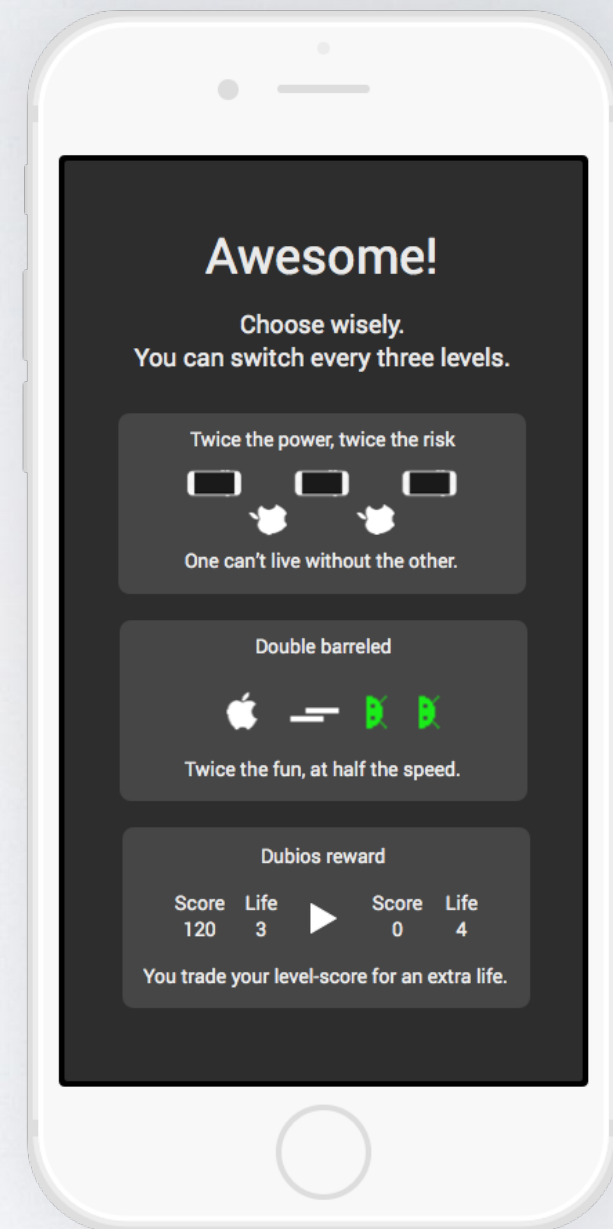
- Drag to move

- Tap to shoot

GAME PROGRESS

- Enemy advances and dodges

- Barriers degrade through shots
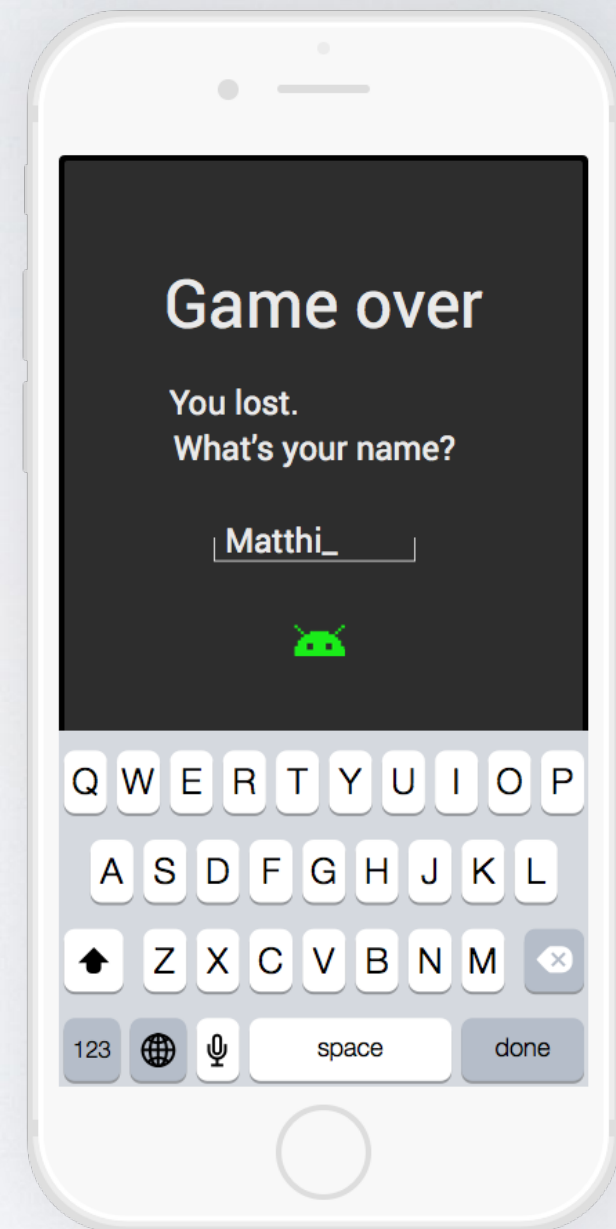
- 1 point per kill

- Kill all to win

WON LEVEL

- Only 1 active power up

- Switch power ups every 3 level

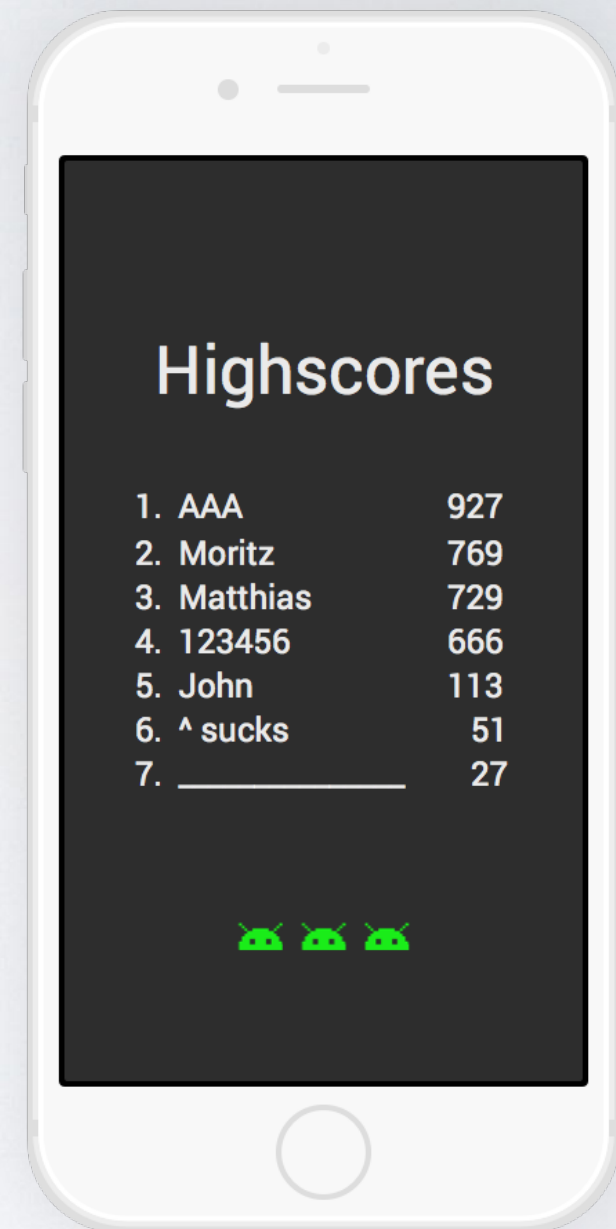- Every power up has drawbacks

GAME OVER

- Game over after losing all lives

- Allow the user to type his name

- Show highscore list

HIGHSCORE

- Max 7 high scores

- Little android heads move

- Name input is limited

Highscores

1. AAA   927
2. Moritz   769
3. Matthias   729
4. 123456   666
5. John   113
6. ^ sucks   51
7. _____   27

Questions?