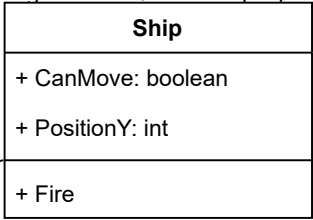
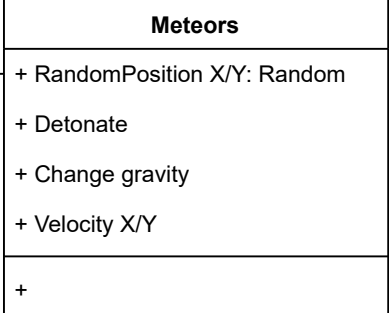


Display
all elements

Ship will have the ability
to move up and down to
dodge meteors/enemies proyectil

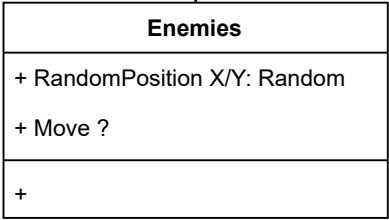


If meteors and ship have same position
either the game is lost or ship lose life.

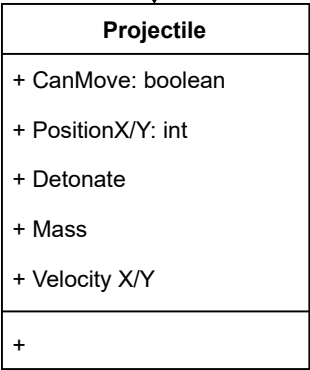


Meteors will fly from right to left
from a Random direction with
the purpose of hitting the ship

Enemies will be static in place
they may have their on proyectil



Same behavior as Meteors/Ship



User will be able to
launch proyectil with different force

