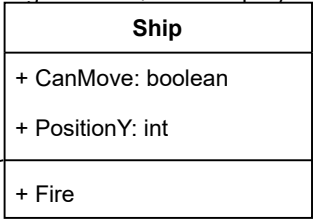


Display  
all elements

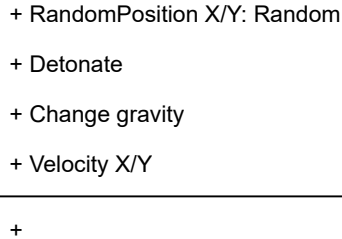
Ship will have the ability  
to move up and down to  
dodge meteors/enemies proyectil



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



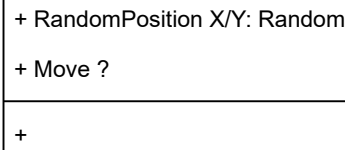
**Meteors**



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

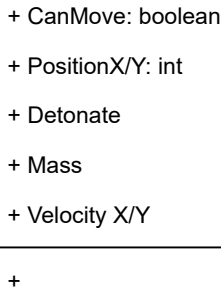
**Enemies**



Same behavior as Meteors/Ship



**Projectile**



User will be able to  
launch proyectil with different force