|  |
| --- |
| **BIG-BANG OPTIONS** |
| on-tick |
| to-draw |
| on-key |
| stop-when |
|  |
|  |
|  |
|  |

|  |
| --- |
| **CHANGING INFORMATION** |
| INVADER-X |
| INVADER-Y |
| TANK-X |
| MISSILE-X |
| MISSILE-Y |
|  |
|  |
|  |

|  |  |  |
| --- | --- | --- |
| **CONSTANTS** | | |
| HEIGHT |  | TANK |
| WIDTH |  | INVADER |
| TANK-SPEED |  | MISSILE |
| INVADER-X-SPEED |  | TANK-LEFT-EDGE |
| INVADER-Y-SPEED |  | TANK-RIGHT-EDGE |
| MISSILE-SPEED |  |  |
| TANK-Y |  |  |
| BACKGROUND |  |  |

Invader’s initial X = Random.

Invader Generated Randomly with time

WIDTH

Game Stop State

Invader Landed => Game Stops

Initial Game State

Tank can be moved left/right

Hit Invader => Remove Invader + Missile

Invader moves at 45o

Bounces off edges

Missile Disappears once over the top

HEIGHT