Design Documentation

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**** User Documentation

** Build and run
The instructions to build and start my game are included in the README. However if you type 'make all' and once successfully compiled run 'make run' the game will start.

** Game play
You begin with 5 rockets. If you end up with 0 rockets and your last show has completed without hitting a saucers you will lose the game. However for each enemy saucer you kill you get 2 additional rockets up to a total of 10 rockets. Once the ten rocket max is hit no more will be added for a successful kill. Now, if you still have rockets remaining you can still lose the game. If 5 enemy saucers reach the right side of the screen in tact then our planet is doomed to the alien invasion. In this game unfortunately there is no sense of winning, or finishing it. It will grind on until you make enough mistakes to let terra succumb to the alien threat. But that shouldn't stop you from trying to best your friends high score.

** Points
For each rocket that hits its target and knocks an enemy saucer out of the sky you will get 100 points added to your score. There is no way to lose points, and your score will be returned to you once the game is over.

**** Developer Documentation

** Code structure

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** Code Structure

Explain what the main function does. Then break up your explanation into functionality, for example, Configuration (for all operations related to start-up and configuration), Shooting (with all the functionality for creating and moving rockets), Rendering (with all functionality for display), etc. Also explain any important data structures, including structs.

** Threads

Explain what your main thread does, what your saucer threads do, etc.

** Critical Sections

Explain what parts of the code are critical sections, what global variables and mutexes might be associated with those sections, etc.