



To Do

Done

delete particles in load scene

Particle systems, create new prototype

speed to alien-bombs, ot depends of score

finally moving and render alien-bombs

moving the invader angularly, calculate horizontal degrees between sight and aliens

moving the invader angularly, calculate new alien position

load third stage

atart alien collision with hole, depending on the quadrant position

alert 2 seconds timer left

center alien when its dropping into hole

add voice control capabilities

multitouch tecnologi for mobiles actions

drag and drop invaders to the hole

dray random alien graggables

structure for load stage 2

random invader color

increase level, conuter += 5, change second stage when 20 score

stop counter on paused game and display commands player

paint counter friendly within the canvas

add game counter, cune with the time

add game counter, sync with the time
frameset remainig

push heroku deployment version

show commands gamer: shot by right clicking
or space press

set beatifull the header, center horizontal and
vertical in viewport

transparent selection by double clicking

display headers game, with alpha
background canvas

change shooting event by pressing Space
key

add ribbon github to acces my code history

draw sprites for target and sight assets

play music for background sound, shot and
hitting he target.

because resize, check on scene.act() if target
is outside from canvas

register only canvas inside shoooting

hit the target with mouse event click

main scene to game, shotTheTarget.js

resize canvas dom and context to full
viewport window

add heroku, github remotes

calculate distance to the taget, and show it

load target to sight player, middle canvas

render circle controled by mouse event

create boilerplate proyect canvas

Removed

show counter in distance to target location

show counter in distance to target location,
and replace it near to sight

shot the target

assets: pointer to move the player
movements, 6-10 aliens display inside
canvas to grab and drop

change second stage when arrive 50 points

NANDO!!!! tienes que hacer --amend al
anterior commit

STAGE ONE

Add a list...