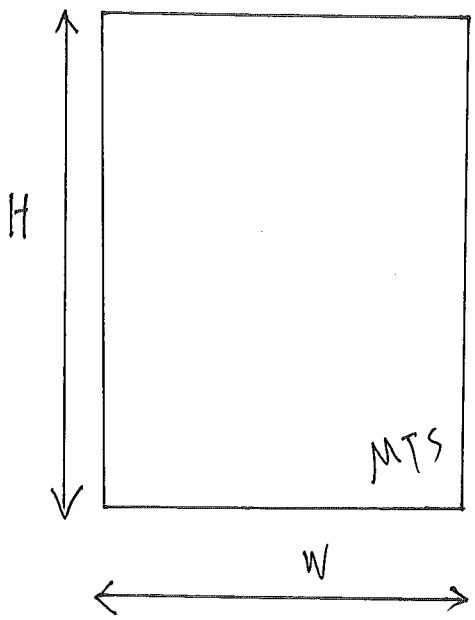

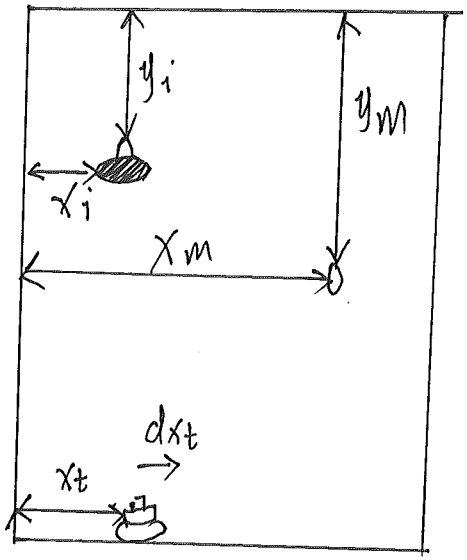

Constants:

missle-image ()

tank-image :

invader-image :

H(eight)

W(idth)

~~Wi~~ : (image-width)

~~Hi~~ : (image-height)

~~Ht~~ : (image-height)

Changing:

tank horizontal position: x_t

tank horizontal ~~speed~~ direction: dx_t Integer[-1, 1]

invader horizontal position: x_i

invader ~~horizontal~~ vertical position: y_i

missile vertical position: y_m

Big-Bang Options:

on-tick

to-drow

on-key

stop-when

Constants Supplements:

invader_x - speed

invader-y-speed

tank - speed

missle - speed

HIT-RANGE

INVADE-RATE

TANK-HEIGHT/2: (/ (image-height TANK) 2)

Control Options:

1. change dx to $-dx$ when $x_m > W$ or $x_m < 0$
2. x_t does not change at start.
3. If x_t traverse from >0 to <0, x_t will stop at 0 where it was
4. If x_t traverse from $< W$ to $> W$, x_t will stop at where it was.
5. Missle will start at (x_t, H), when $y_m < 0$, the missle will be filtered.
6. If $x_i - \text{HIT-RANGE} < x_m < x_i + \text{HIT-RANGE}$ and $y_i - \text{HITRANGE} < y_m < y_i + \text{HIT-RANGE}$, both missle and the invader are filtered.
7. If $y_m > H$, the world will stop.