Space Invaders (8x45mins)

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| PURPOSE: First large-scale project with multiple classes  DESCRIPTION:  Required Functionality/Classes / Order of implementation:   * Game Manager class * Player * Bullets * Aliens * Bullet-Alien collisions * Bombs * Bomb-Player collisions * end of game checks (loss if player lives hits 0 after bullet collisions, loss if aliens get down to the bottom where the player is, win if all the aliens are killed) * lives * score * make aliens move as a block (instead of each alien just turning when it hits a wall) * limit # bullets   Extra Credit:   * Improved graphics * Multiple levels * Boss * Powerups |
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NOTES:

* As a class came up with the list of necessary classes and for each class an idea of what properties and abilities would be necessary
* Demonstrated the multiple stages of development and encouraged them not to move ahead before thoroughly testing what they had just implemented