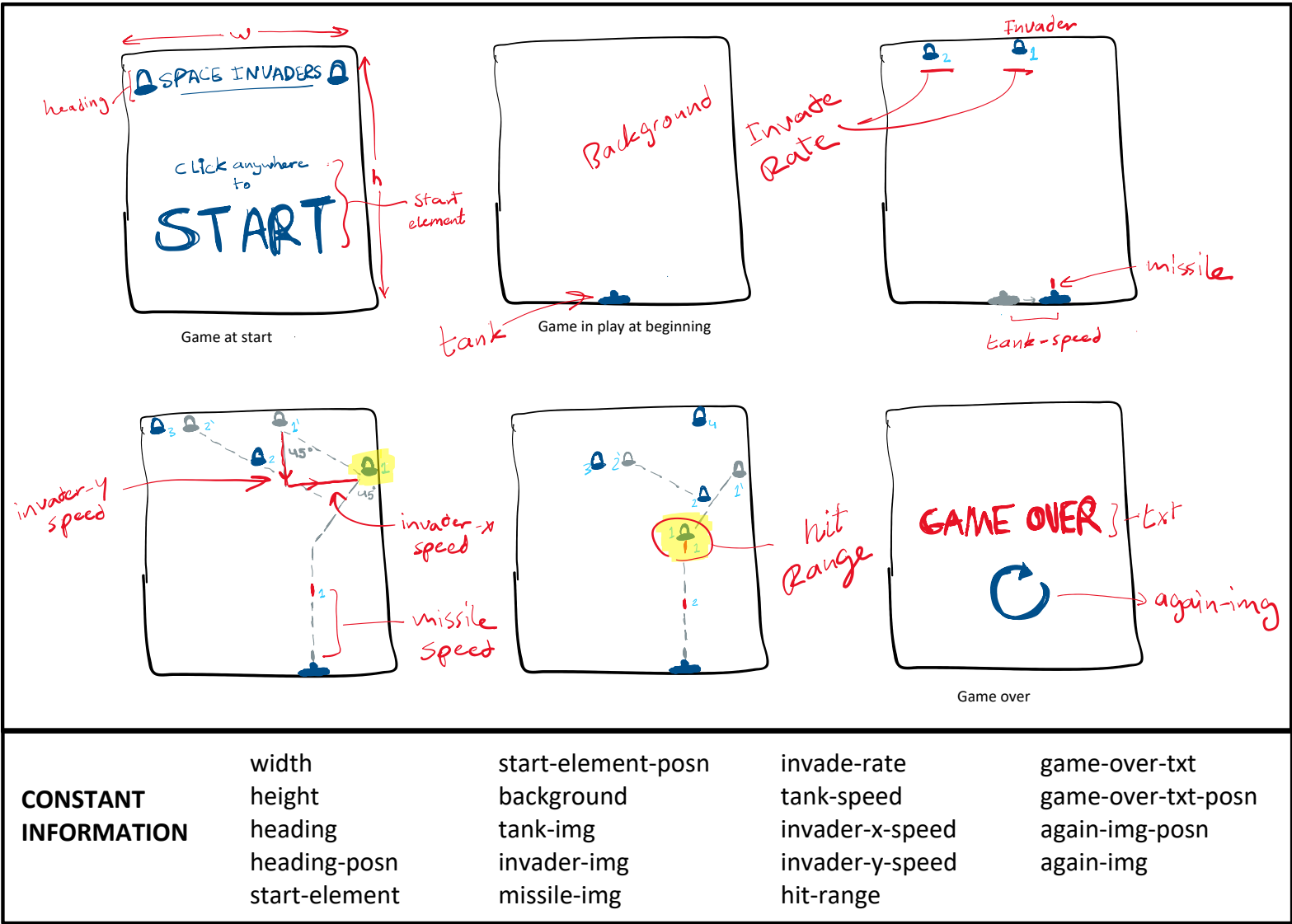
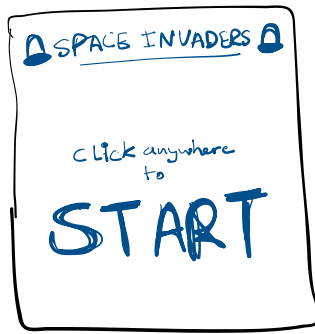


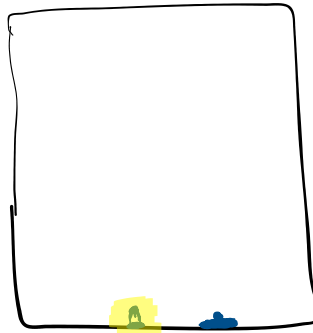
Figure key:

| item in domain analysis                           | represent                                     |
|---|---|
| numbers in cyan                                   | identifiers for objects in the program        |
| objects that have identifiers with an angled dash | location of an object at a past point in time |
| yellow-highlighted areas                          | key (or important) events in the program      |

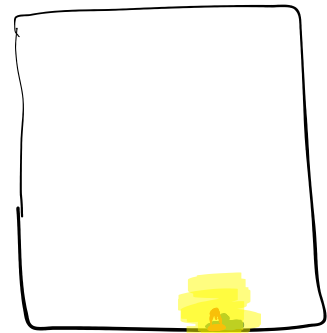




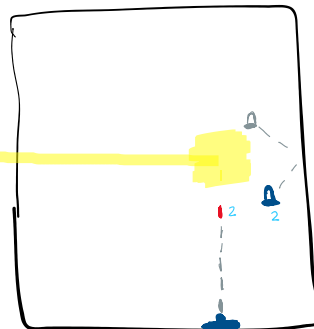
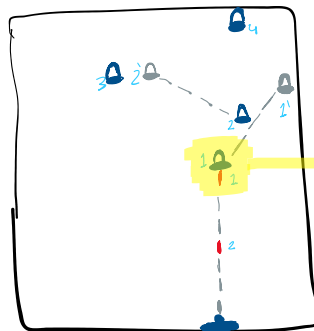
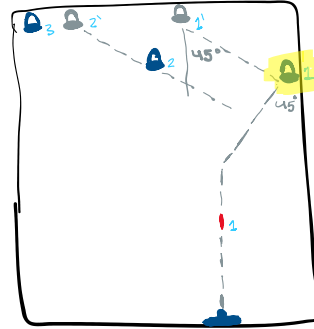
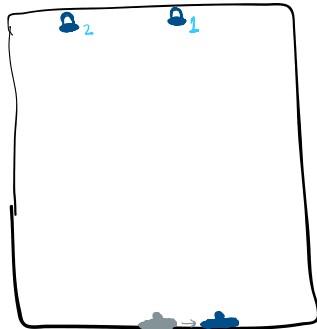
Game at start



Game in play at end



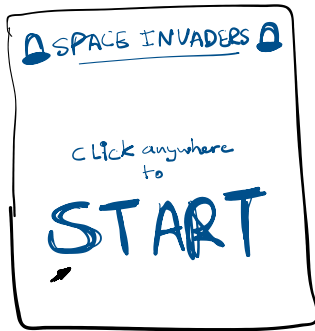
Game in play at end  
(invader color change for clarity)



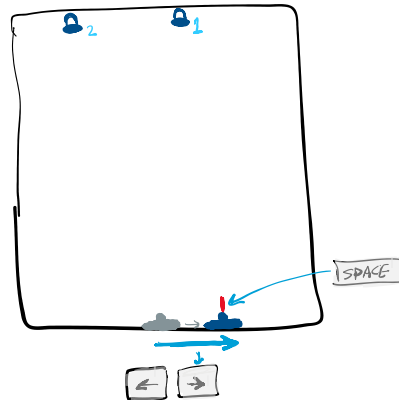
## CHANGING INFORMATION

game  
invader-x  
invader-y  
invader-dir  
missile-x

missile-y  
tank-x  
tank-dir  
invaders  
missiles



START mode



Game over

## BIG-BANG OPTIONS

on-tick  
to-draw  
on-key  
on-mouse