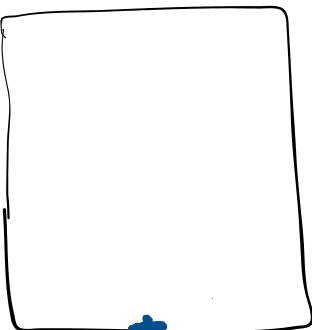
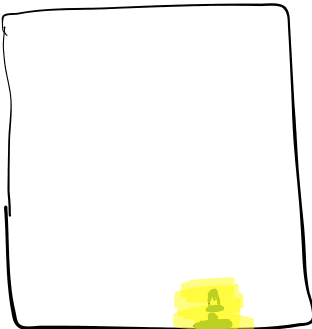
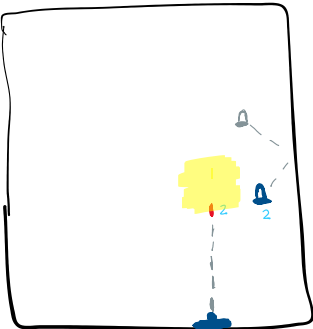
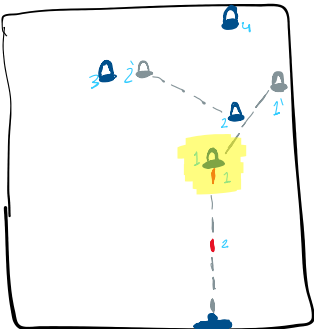
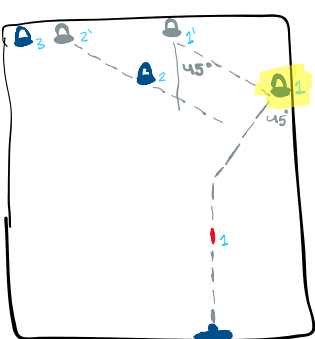
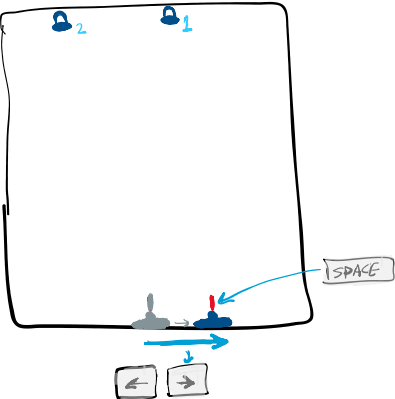


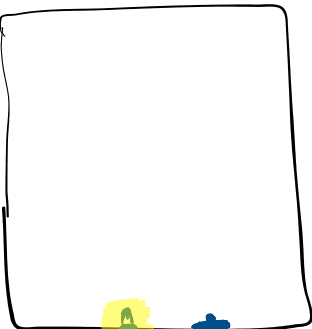
START mode



PLAY mode at beginning



PLAY mode at end



PLAY mode at end



OVER mode

notes

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

CONSTANT INFORMATION	CONSTANT INFORMATION (CONTINUED)	CHANGING INFORMATION	BIG-BANG OPTIONS
mts mts-width mts-height invader-img invader-angle cannon-img game-banner-x game-banner-y start-instruction-img start-instruction-x	start-instruction-y cannon-y bullet-img game-over-img game-over-x game-over-y try-again-img try-again-x try-again-y	cannon-x bullet-x bullet-y invader-x invader-y game-mode	on-tick to-draw on-key on-mouse