



- 1) Playing page UI
- 2) Plane UI
- 3) Moving plane within page limit
- 4) Movement of bullets
- 5) Enemy UI
- 6) Enemy movement
- 7) Enemy bullets
- 8) Enemy dies
- 9) Plane dies
- 10) Score
- 11) Highscore page
- 12) Game start page
- 13) Shield of plane