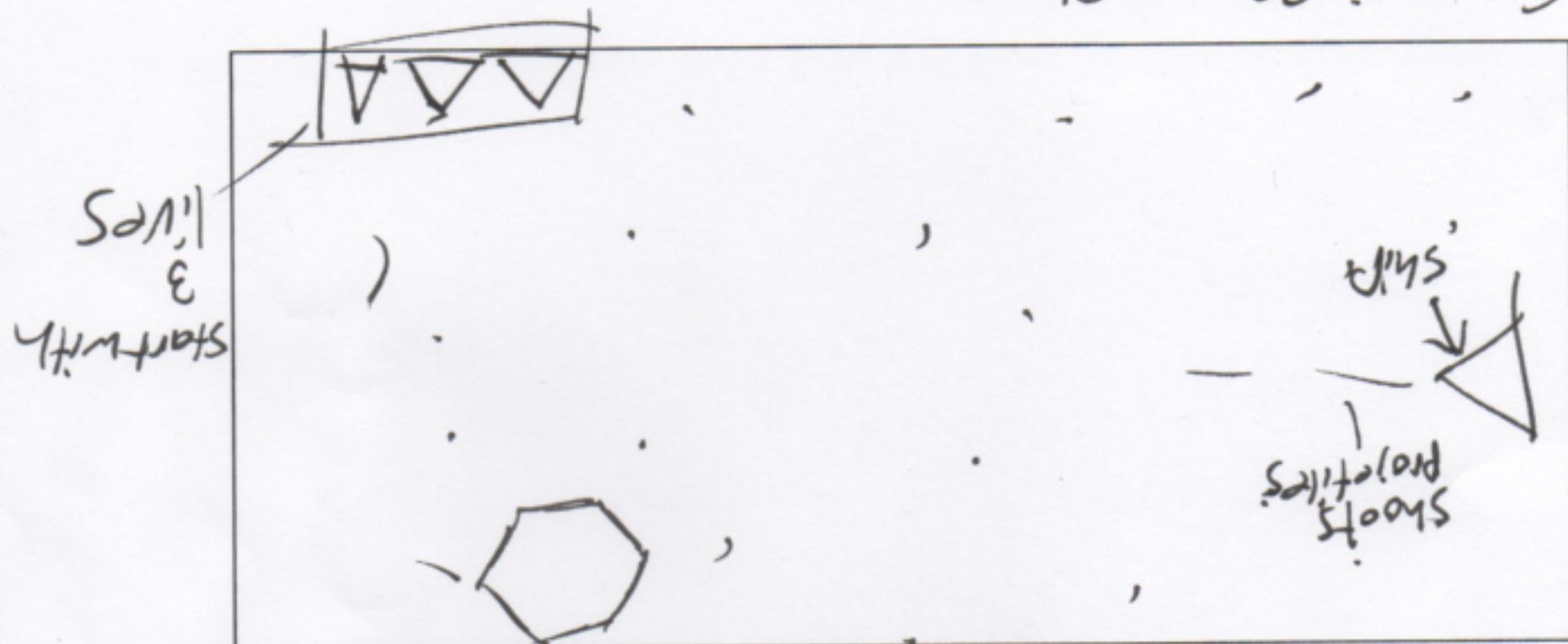


~~Example is a high score.~~

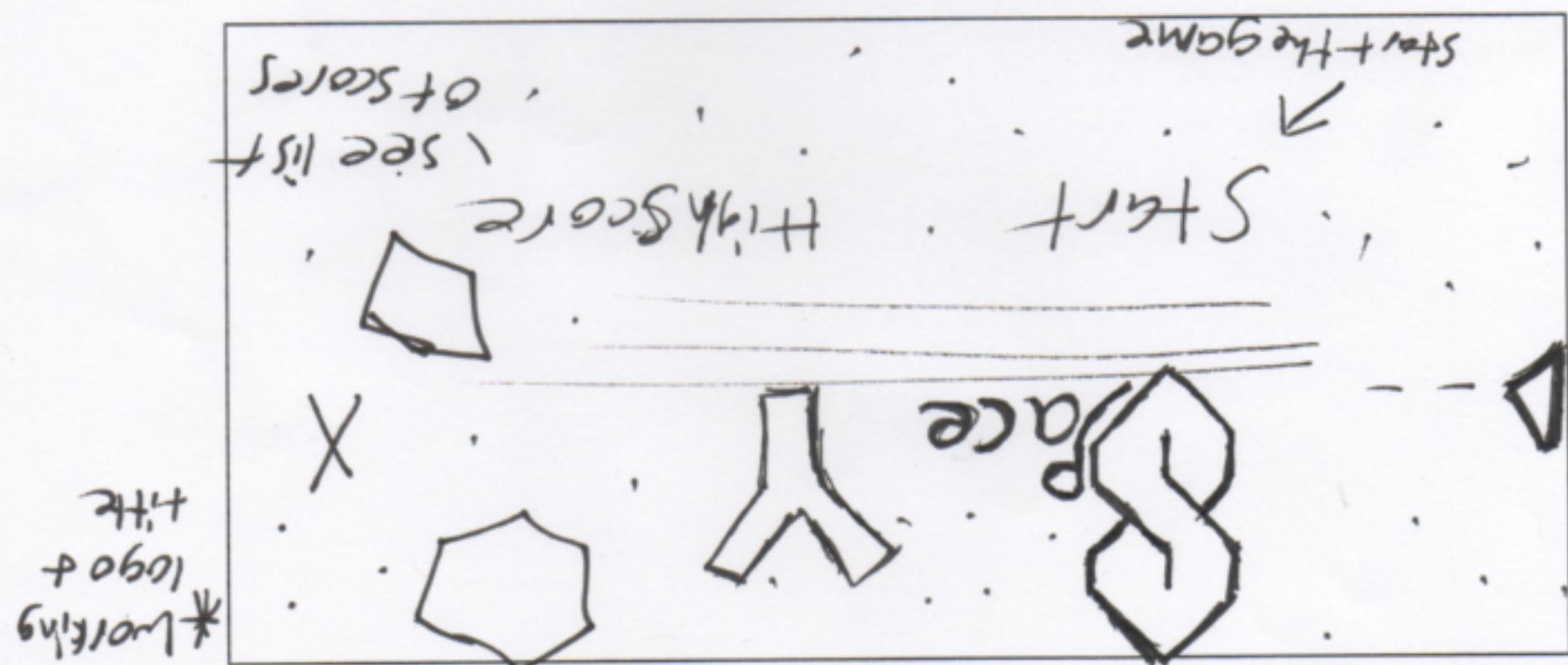
~~Example is a higher point.~~

Rules: Avoid enemies and objects / shoot

Game: Space Shooter

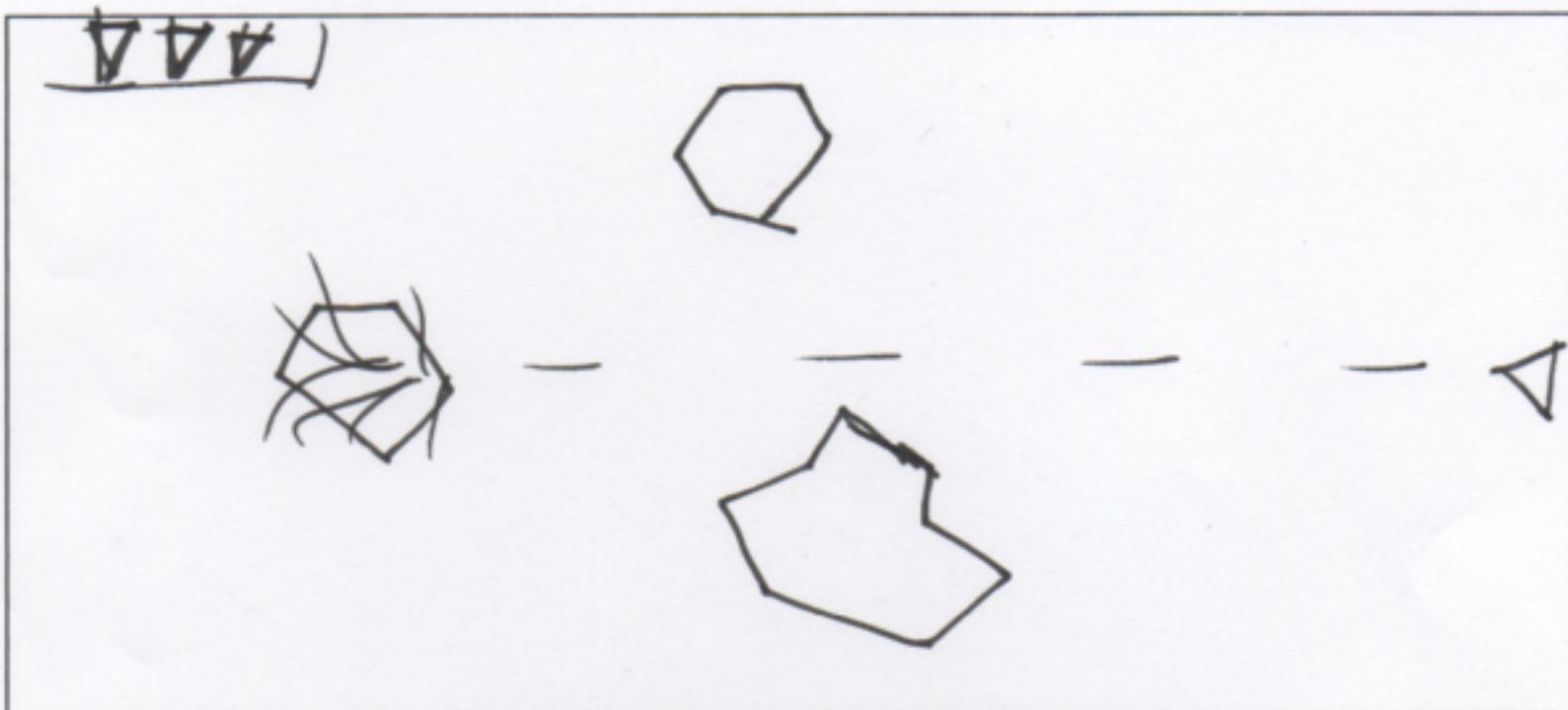


Goals to implement / current mode

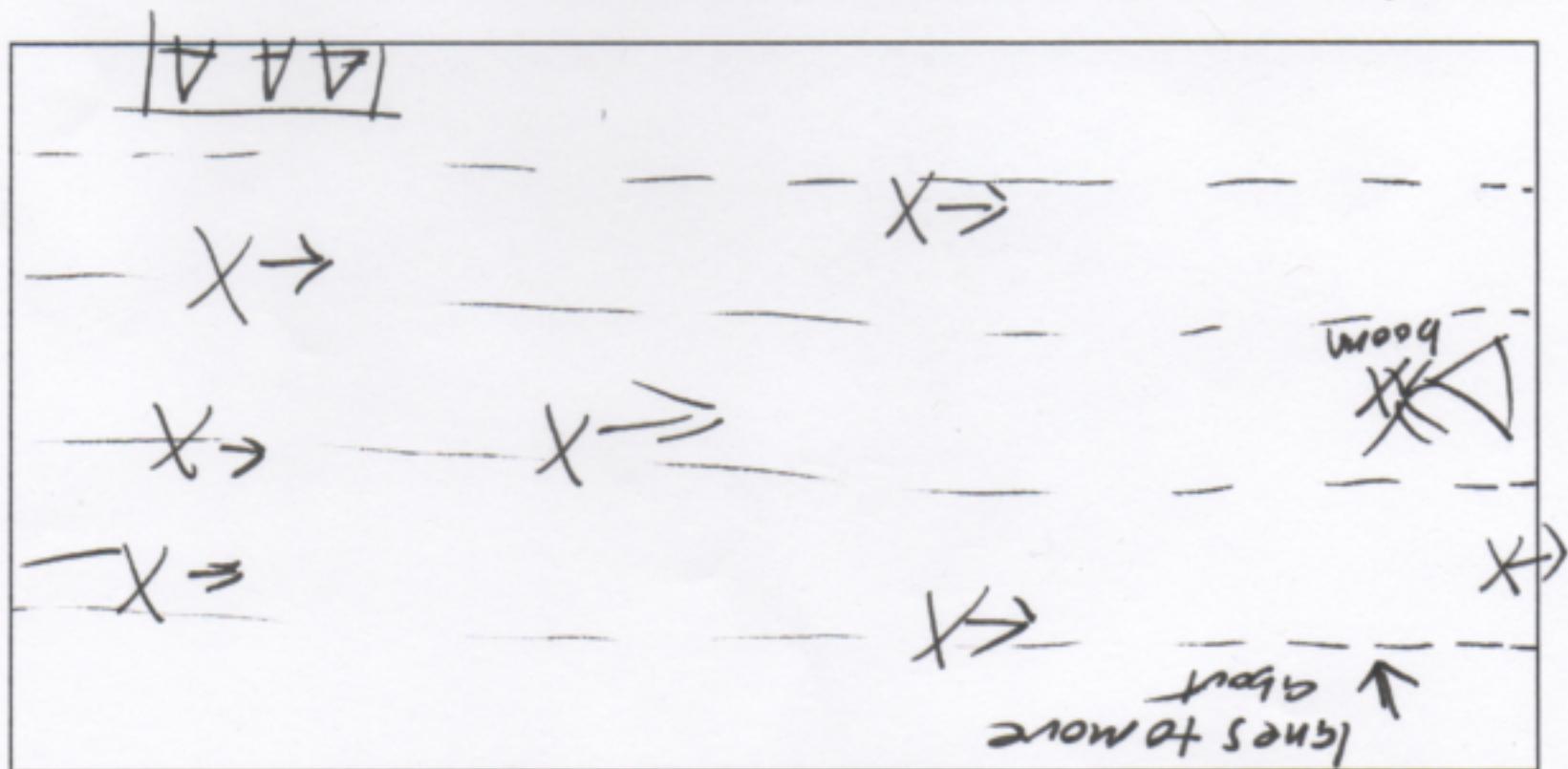


You lose a life.

Objects should be avoided, if hit by one

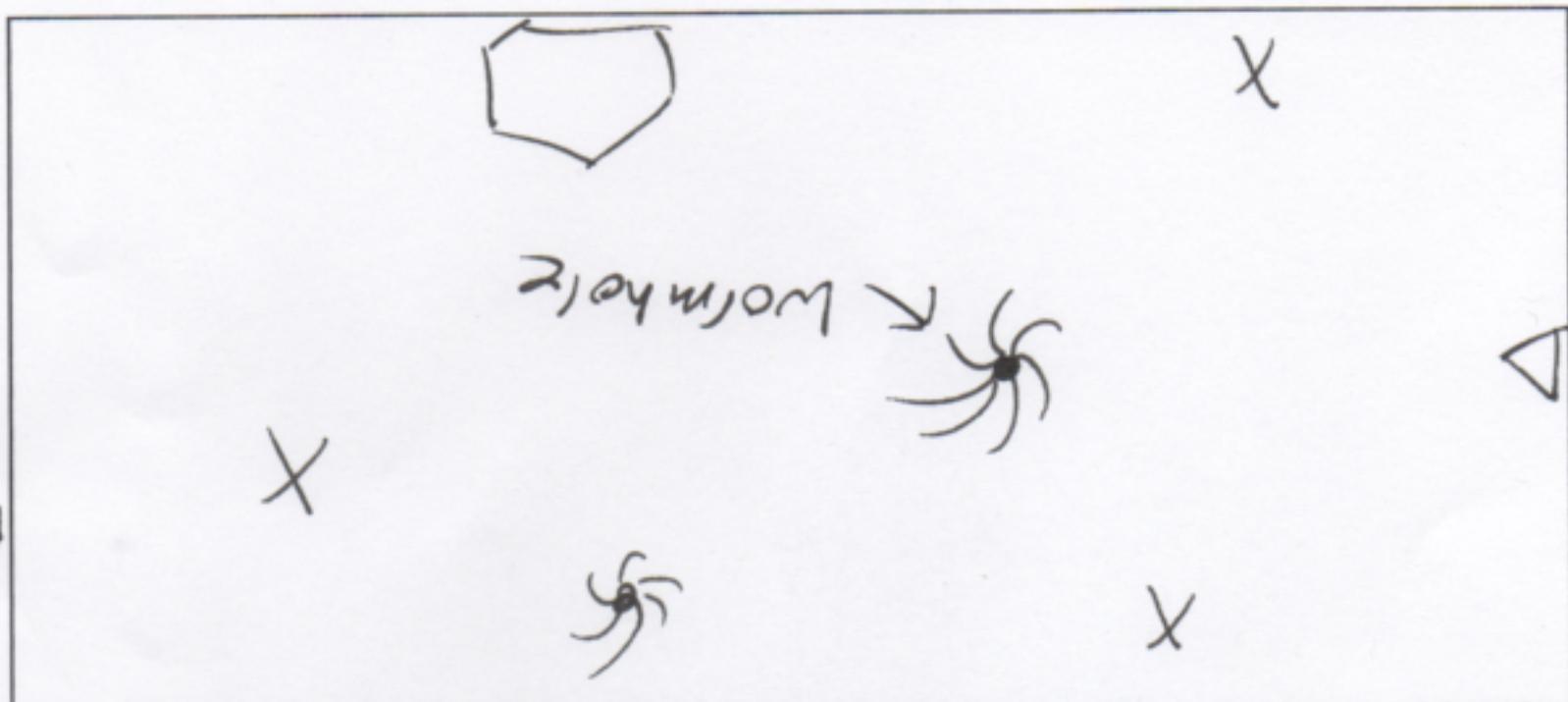


As time passes they move to you  
Collision with ship loses life, if you miss and  
they miss you nothing happens. Hit enemies for  
points

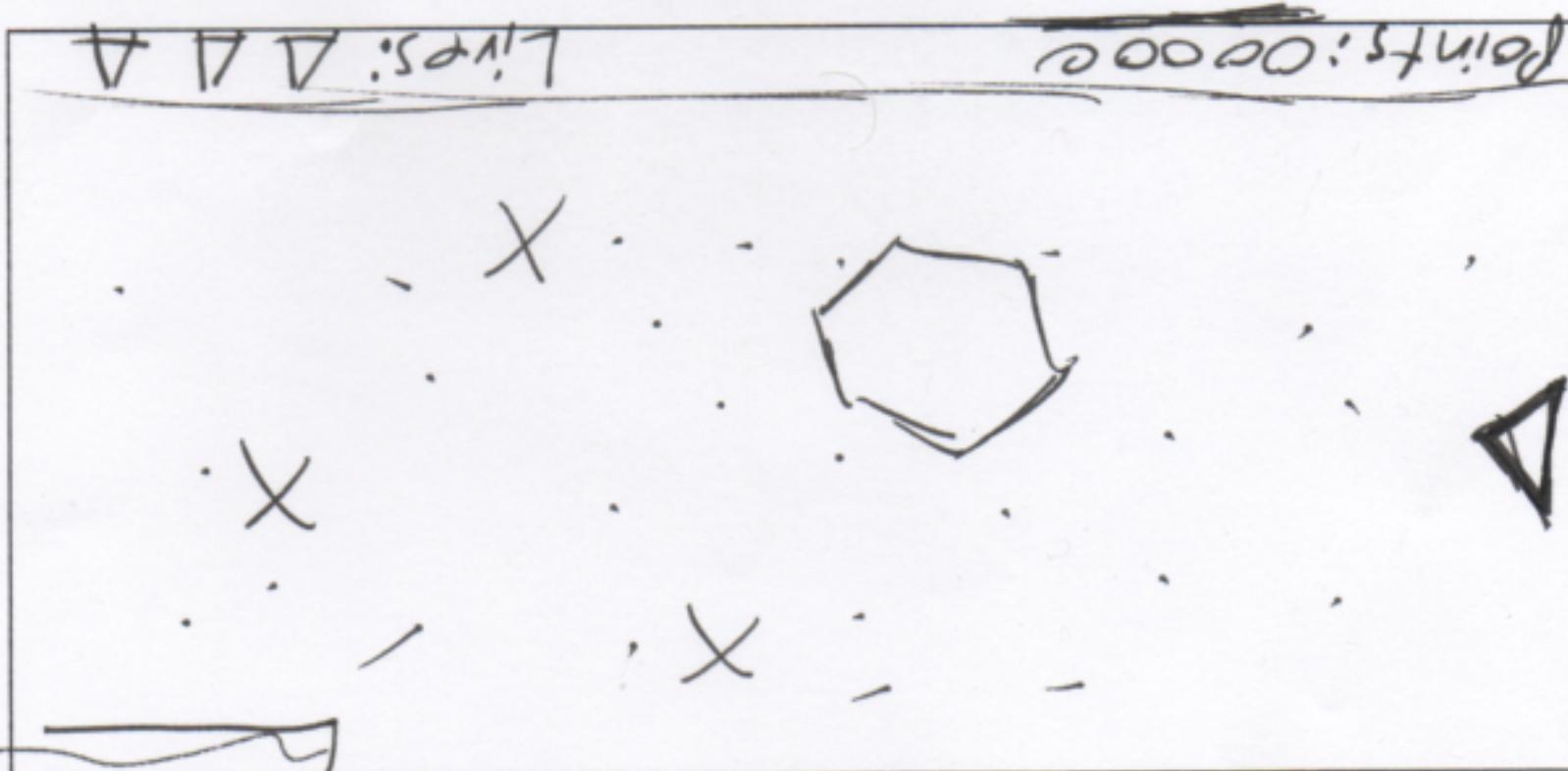


enemy

You earn more points while in a wormhole  
Diving or extraling ~~and~~ who return to normal  
color coordinates  
piece change, switch controls around, each arc  
to the player such as: Chaining perfective +  
returning home trigger random event to happen



enemies  
~~Score~~ more points are earned for harder  
points are only earn through enemies



10	ABC
50	+ABC
90	ABC
100	ABC
150	ABC

• 100.00 + G

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Willing to work with  
Obiect  
Hypothetical  
with  
Hypothesis  
triggers  
or if cut off  
in expression  
lives  
Game over.

