Alien Battle pseudocode

* Do some setup
  + Import modules
  + Define the constants(H)
  + Load the images
    - Green ship
    - Red ship
    - Blue ship
    - Space
* Create a Ship class
  + \_\_init\_\_function
  + Update function that changes ship’s position
    - Convert deg to rad
    - Move at sin and cos \* 3
* Create a Player\_ship class
  + \_\_init\_\_function
  + Update function that changes ship’s position with the arrow keys
* Initialize Pygame
* Create a start screen loop
  + Display the instructions
  + Select laptop/monitor mode
* Create a game loop (while running)
  + Quit the program if the player presses exit button or ESC key
  + Create new ships
    - Randomly create ships
    - Randomly select an angle from 260 to 280
  + Fill the screen with the background image
  + Check for collisions
    - Play sounds when hit
  + Display the lives and the score
    - Use blit for the text
  + Update the ships(call the update function)
* Create a while True loop
  + Show text ‘Game over’
  + Start game again with space key

To do:

* ~~Game over screen~~
* ~~Instructions screen (laptop mode and monitor mode)~~
* Ships move at angles(v1.1)
* ~~Make ships spawn more frequent as the score gets higher~~
* ~~Add sounds~~
* Pause the game