Overview

1. Main Components

    • Player - aircraft
    This Component is controlled by player. It can move and shoot target. When it is got hit, it will die, and game over.

    • Small enemy
    This Component is trying to hit the player. It will die when it gets 1 hit.

    • Medium enemy
    Acts like the small enemy. It has a longer life.

    • Large enemy
    Acts like the medium enemy. It has the longest life. Moves a little slow.

2. Work to improve my project.

    Find a better algorithm to enhance all components when the score increase.

3. This game is very popular in China. However, I did not copy the code. I just used the images and sounds, and all the code is written by myself.

Reference

1. Images and sounds - http://download.csdn.net/detail/dyyaries/6014343
2. Game Engine - http://www.aharrisbooks.net/h5g/