**Instructions**

Propose what game you're going to develop in Turtle, whether it's your own creation or inspired by an existing game. Then break down at least 4 testable benchmarks you will hit while developing the game. For example, Tic Tac Toe might have had the objectives 1 - Draw the board, 2 - Make board squares clickable, 3 - Make the symbol alternate when clicking, 4 - Make each square only clickable once, 5 - Detect the winner and print that on screen.

Throughout programming your game, we will reference the objectives you set in order to measure progress and make sure everyone is developing iteratively.

I expect about half a page, typed, to constitute a game proposal with objectives properly outlined with a testing plan for each objective.

The game I am going to make is an original game called “Protect the President.” In the game, there will be a secret service agent who must shoot down the incoming mobs of aliens. If he fails at any level, he will get overrun by the aliens and the aliens will kidnap the president. To help him with his task, the agent will be able to build a wall and dismantle it, but the agent can only make it every 30 seconds. The wall can stop the incoming aliens for a short amount of time, but the aliens can still try to break down the wall to get in even faster. The agent will also be able to throw grenades to kill all the aliens within 10 feet. As the levels progress, the agent will get more powerups to help him defend the president. The objectives are:

1—Make the agent move using the WASD keys

2—make sure the agent cannot go off the screen

3 – add the shooting bullets

4 – add the aliens

5 – add powerups

6 – create levels

7 – create the defeat screen

8 – create the win screen after 10 levels