**IMPLEMENTATION NOTES**

**Features that could’ve been added and improvements that could’ve been made with more available time:**

**-Unique UFO movement patterns.**

**-More ship animations**

**-More sprites and sprite effects**

**-More power ups such as bombs, and other unique power ups**

**-Different modes of multiplayer (internet play), alternate play**

**-Specific behaviors of the power ups: different damage for each type of shot was not implemented**

**-Leaderboard**

**-Better coding. Our knowledge and experience with coding was definitely a bottleneck for the efficiency of our code.**