Defender clone

1. Game objects
   1. Player
      1. Ship
      2. Shoots
      3. Moves
      4. Has boost?
   2. Enemy ship
      1. Moves
      2. Abducts humans
   3. Planets
      1. Procedural generated
         1. Random gernerate hight?
      2. Endless
   4. Human
      1. Pick up able
      2. Dies from falling