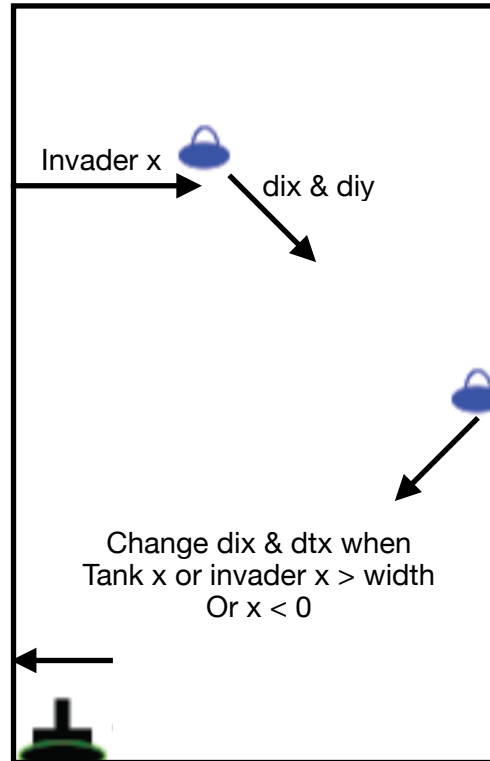# Space Invaders - Domain Analysis
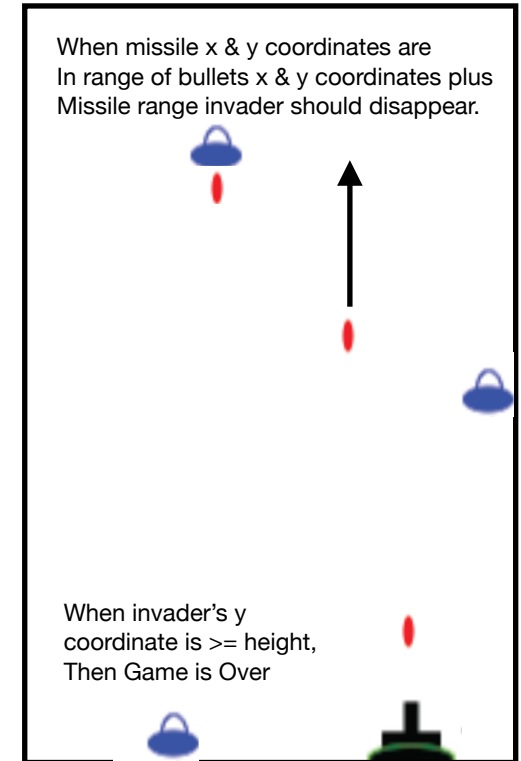

dtx

Tank x

Constants

WIDTH
HEIGHT
BACKGROUND_IMG
TANK IMG
INVADER IMG
MISSILE IMG
TANK_Y_POSITION
TANK_X_SPEED
INVADER_X_SPEED
INVADER_Y_SPEED
MISSILE_SPEED
INVADER_CREATION_RATE
INVADE-RATE
HIT-RANGE

Invader x

dix & diy

Change dix & dtx when
Tank x or invader x > width
Or x < 0

Changing

x coordinate of tank
x velocity of tank
x & y coordinates of invader
x & y velocity of invader
y coordinate of missile
Number on invaders
Number of missiles on the screen

When missile x & y coordinates are
In range of bullets x & y coordinates plus
Missile range invader should disappear.

When invader's y
coordinate is >= height,
Then Game is Over

Big Bang options

on-tick
to-draw
on-key
stop-when