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Gameplay⇒

When the game begins, a TIE fighter (enemy) will move left and right at the top of the screen and shoot bullets at random speeds toward the X-wing (player) who is positioned at the bottom of the screen. The player can move left and right using the arrow keys within the borders of the room. If a TIE bullet hits the player, the game has been lost and the player is prompted to either restart or quit the game. If the TIE fighter is hit with an X-wing bullet, the TIE fighter is killed then replaced by a new TIE fighter and the player's score (displayed in the top left corner) is increased by one. When the score reaches 10, the player wins the game and is prompted either to quit or play again.

Implementations⇒

When your x-wing is destroyed, the Death Star appears with the imperial march playing in the background(audio was downloaded from this site
https://archive.org/details/StarWarsTheImperialMarchDarthVadersTheme). You are given the option to try again or exit.

When you reach score=10 the Star Wars theme song (downlaoded from
https://ia801703.us.archive.org/15/items/StarWarsThemeSongByJohnWilliams/Star%20Wars%20Theme%20Song%20By%20John%20Williams.ogg) comes up and you are given the option to play again or exit.

In general your objective is to destroy the tie fighters, music playing in the background is The Battle Of Endor III (the song was downloaded from:
http://users.du.se/~dbe/mp3/Star%20Wars%20Trilogy%20(Original%20Motion%20Picture%20Soundtrack)/Star%20Wars%20Episode%20VI%20-%20Return%20Of%20The%20Jedi/Disc%202/)

Rebel symbol sprite which appears after you've won was taken from:
https://kandipatterns.com/patterns/misc/rebel-alliance-symbol-10344

We claim no rights to anything Star Wars related.