**Due: Sunday April 9th (11:59pm)**

**Project: Love Invaders**

**Team: JUMs**

**Repository Address: https://github.com/mcs2515/Love-Invaders**

**Members: (Last names SORTED in alphabetical order)**

**Levey, Sam**

**Mato, Jordan**

**Smith, Megan**

**Spinelli, James**

**Project Description:**

**Like space invaders. The player is the alien and everybody else (hot male npcs) are at the bottom of the screen trying not to get shot with love bullets. Goal is to collect as many hot npcs within a time limit.**

**Project objective:**

**Shoot the hot npcs. Move left and right on the screen.**

**Goals:**

* **Moveable player that can shoot bullets**
* **Npcs that move left and right between two bunkers (maybe simple AI?)**
* **Collision Detection, partitioning, Newtonian physics**
* **Score**

**Stretch Goals:**

* **Explosion animation**
* **Other objects flung from the player that follow Newtonian physics**
* **Good looking models**
* **Score loaded / read from external file**
* **Director Michael Bay**

**Milestone 1 objective:**

* **Moveable player that shoots**
* **NPCs move left and right**
* **Simple UI? (Score, time, etc.)**