Document the design of your game, including the data structures and algorithms used, in a brief design document

Space invaders  
Game Concept

Space invaders is a simple 2d arcade retro game where you dodge projectiles fired from aliens and fire back to protect earth and accrue score.

Technical goalsthe goals of this project are to make a functional space invaders clone, that will have random firing from the aliens and point accumulation from the player as they aim to shoot down the aliens

# Source control

GitHub is the source control being used as I have found it to have the most intuitive user interface, as well as the fact that I have the most experience with it.

<https://github.com/muildy/space-invaders-project>

Game Objects and Scripts Provide necessary technical details for any technical team member to implement at least the skeleton for each system in   
your game, including classes/functions/properties/interfaces/inheritance/relationships. This can be done with:  
• One or more UML Class describing the static architecture and  
• One or more Sequence and/or Activity diagrams describing specific parts of the run-time behaviour. These are   
often in response to a particular use-case  
• Supporting text to help explain the diagrams, when and if necessary  
For example, include class diagrams for each Game object that requires a custom script, and include information about   
what it does, what data types it manages, and other notes a programmer might need to write that code

**Gameplay Systems Describe in more detail your individual gameplay systems, including how they interact with other systems in your game,**Description: Enter description of gameplay system

Movement to the left and right as to dodge randomly fired alien bullets

The ability to fire bullets back

Cover to hide behind

The aliens will scroll from left to right moving down whenever an alien touches the edge of the screen

The less aliens on screen, the faster they move

Diagrams: Include UML diagrams, if possible  
UI mock-ups  
Mock-up Main Window  
Diagram

Description automatically generated

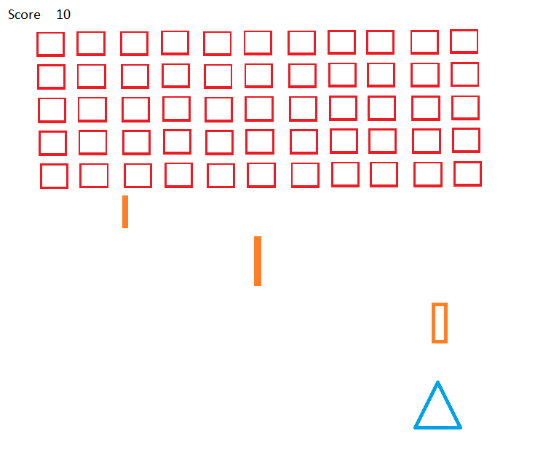
[Grab your reader’s attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]

Title screen/ main menu

Graphical user interface, text

Description automatically generated with medium confidence

Game screen



Death screen

