

1. Analog Clock Enemies

- ☐ Tells the current time with 3 hands
- ☐ Bounce off of screen edges (preserving their speed)
- ☐ Bounce off of each other
- ☐ Split into smaller enemies after being shot (like asteroids)
- ☐ Gets destroyed after passing player (for processing efficiency)

2. Player

- ☐ Moves left and right on one axis at bottom of screen (a and d)
- ☐ Fires bullets with left MB
- ☐ Cannot leave screen area
- ☐ Has health and dies after taking damage

3. Enemy Spawner

- ☐ New full size enemies spawn every X seconds
- ☐ Spawn in random downward direction (within screen area)

4. Score

- ☐ Increases by X with every enemy killed
- ☐ Displays on game over screen

5. Scene Loader

- ☐ Game Over Screen: displays score with 3 options: try again, main menu, and quit
- ☐ Main menu: Contains game name, click to begin, background, how to play, and quit

6. Power Ups

- ☐ Fuel that increases player fuel gauge
- ☐ Health that increases player health
- ☐ Power up that increases player fire rate.

7. Fuel gage

- ☐ Gauge decreases with time
- ☐ If gauge ≥ 0 , player dies
- ☐ If player collects fuel, gauge increases