Group the enemies under a single object and have them move as a unit.

EnemyUnit (tagged as EnemyGroup)

xVelocity

yVelocityUnit

numberOfRegularEnemies

numberOfStrongEnemies

enemiesPerRow

EnemyXSpacing

EnemyYSpacing

Every frame moves according to xVelocity. When it collides with MoveDownCollider, it moves down by the yVelocityUnit and increases xVelocity. If it collides with the FinishZoneCollider, the player loses and the menu opens.

MoveDownCollider

Object on the side with a boxCollider attached

FinishZoneCollider

Object at the bottom with a boxCollider attached.

UFO

Object that moves left or right once per minute, 15 seconds, or 30 seconds

Stops just off screen when it hits a MoveDownCollider

Enemy

Its parent object is EnemyUnit

FireTimeInterval

Fires a bullet periodically over the time interval.

onDestroy()

if parent EnemyUnit has no Children, end the level.

Enemy units move faster based on the number of enemies destroyed.

Enemies can shoot if there’s no other enemies in front of it.

Bullet

Velocity

Has a collider

Moves according to move update or apply force. When it hits a target, a life is decremented if the tag is player or the enemy is destroyed

Controller

Takes input from user for movement

PlayerShip

Moves with left and right arrow keys. Fires with space bar configured in controller. If the player is hit by bullet, they take damage.

HUD

Shows the current score, and number of lives as objects

Pause Menu

**Shows High score**

Stops movement when active

Has option to quit

Enter to open

Game Over Screen

Option to restart

Main screen, etc.

ScoreBoard

Uses playerPrefs to keep the top 10

Should be updated as a heap.

Sound

Incorporate sound into this

Incorporate laser sounds with echoes.

Visuals

Displays particle effect on score when the player breaks a new factor of 5 or 10. 10,000, 50,000, 100,000, 500,000, 1,000,000, etc.

Neon shader

Bloom and glow effect from periodic table game

Neon glow on outline shader. Chosen so it fills the whitespace and the background better.

Apply to scoreboard as well.

Pause when player is hit and destroy all bullets on screen