**Primary Development Stage**: Basic game components

First Screen: Two buttons (Start, Exit)

Press ‘Start’ button to get to ‘second screen’

Press ‘Exit’ button to exit the app

Second Screen: Display One button (New Game, Back)

Press ‘New Game’ button to get to ‘third screen’

Press ‘Back’ button to move to ‘First Screen’

Third screen: Info/Walkthrough graphic displayed

Tap anywhere on graphic to move to ‘fourth screen’

Fourth screen: Main game display

Score and lives listed in bottom panel of screen

Top panel contains buttons: Pause, Exit

Middle of screen: Playable part of screen

Ship can move left or right

Ship can fire ‘bullets’ upwards

Targets start at random position at top of screen (every 1.5 seconds a new one appears?)and move downwards in straight lines

Targets that get hit with ‘bullet’ are destroyed and points are awarded added to the score

Targets move faster as score increases

Targets that hit ‘Ship’ deduct health from ship

If health is reduced to 0:

Pause game

Display pop up “You’ve Been Destroyed!” with buttons ‘Retry’, ‘Back Main Menu’, ‘Exit’

**Additional Development Stage**: Add power ups to gameplay

Fourth screen:

In addition to ‘Targets’ starting at the top of the screen, ‘Power-ups’ will sometimes appear and move downward.

Power-ups that hit ‘Ship’ increase health to maximum of 100%

**Additional Development Stage**: Add Level select feature

Between Second and Third Screens: Display list of levels with two buttons ( ‘Play Level’, ‘Back’ )

Player can select a level and press ‘Play Level’ to move to ‘Third Screen’ with that level to be loaded

Pressing back button moves to ‘Second Screen’

**Additional Development Stage**: Add save/load features

Second Screen: Add a button (Load a previous game)

Press ‘Load a previous game’ button to get to ‘Load Screen’

Load Screen: Display list of previously saved games (shows dates/times of last played)

Fourth screen: Add Save button to the buttons panel

If user hits ‘save’ button, save the state of the game

**Additional Development Stage**: Add Options screen

First Screen: Add a button (options)

Press Options button to get to options screen

Options Screen:

Buttons to toggle:

Sound effects on/off

Music on/off

Motion sensor vs. touchscreen