

SPACE SHOOTER

RULES:

The aim of game is to score as much as possible.

The player should hit **atleast one planet in 5 sec.**(A timer at top assists player in doing so) or lose one life.

Score depends on number of hits.

There are 3 lifes given to a player.

As time elapses , speed of obstacles and falling objects increase.

Controls:

a-increase cannon altitude

b-decrease cannon altitude

s-slow speed of cannon

f-increase speed

Space - Shoot