# Space Invaders Game - Enhanced Version

A feature-rich space shooting game built with HTML5 Canvas and JavaScript, including various power-ups, boss battles, particle effects, and more advanced features.

### Game Features

#### Core Gameplay

- Classic Space Shooter: Control your ship to shoot incoming bees
- Multi-level System: Advance to the next level after defeating all enemies
- Increasing Difficulty: Enemy speed increases with each level
- Score System: Earn points for hitting enemies, with a combo system
- Life System: 3 lives, lose a life when colliding with enemies

#### **Enhanced Features**

- Power-up System: 4 different power-ups to boost your combat power
  - Rapid Fire: Increase shooting speed
  - Spread Shot: Fire 3 bullets at once
  - Laser Weapon: High-damage laser bullets
  - Shield: Temporary invincibility
- Boss Battles: Powerful bosses appear every 5 levels
- Particle Effects: Gorgeous explosion and hit effects
- Sound Effects: Shooting and hit sounds
- Achievement System: Achievements for reaching certain conditions
- Pause Function: Pause/resume the game at any time
- Combo System: Consecutive hits increase your combo count

### Visual Effects

- Modern UI: Beautiful gradient backgrounds and game interface
- Animation Effects: Level-up and achievement animations
- Engine Effects: Engine flames when the ship moves
- Health Bar System: Health bars for bosses and strong enemies

#### Game Controls

#### **Basic Controls**

- ullet  $\longleftrightarrow$  **Arrow Keys**: Move the ship left and right
- Spacebar: Shoot bullets

### **Pause Function**

• P Key: Pause/resume the game

• Mouse Click: Click the pause button at the top left

#### Pause Function Details

- Full Pause: Game screen, enemies, bullets, and power-ups all stop
- Visual Feedback: Pause button changes to Resume when paused
- Safe Pause: Pause at any time without affecting progress
- Resume Anytime: Press P or click the resume button to continue

#### How to Run

- 1. Make sure you have a modern web browser (Chrome, Firefox, Safari, Edge)
- 2. Download all files into the same folder
- 3. Open index.html in your browser
- 4. Start playing!

### File Structure

### project1/

index.html # Main game page
game.js # Game logic
README.md # Documentation

#### Game Elements

### Player System

- Player Ship: Green ship at the bottom of the screen
- Engine Effects: Engine flames when moving
- Shield Effect: Protective circle when shield is active

## **Enemy System**

- Bee Enemies: Enemies in red, orange, and yellow
- Health System: Red enemies require 2 hits
- Boss Enemies: Large boss appears every 5 levels

#### Weapon System

- Normal Bullets: Yellow bullets, basic damage
- Spread Shot: Orange bullets, fires 3 at once
- Laser: Purple laser, high damage
- Rapid Fire: Increased shooting frequency

## Power-up System

- Random Drops: 10% chance for enemies to drop power-ups
- **Duration**: Power-up effects last 5 seconds

• Visual Indicator: Current power-up shown at the top right

#### Score System

• Base Score: 10 points per enemy

• Boss Score: 20 points per boss hit, 500 points for defeating boss

• Combo Bonus: Consecutive hits increase combo count

## Game Objectives

- Defeat all incoming bees
- Collect power-ups to boost your power
- Challenge bosses for high scores
- Avoid colliding with enemies
- Achieve the highest score and combo
- Reach higher levels

## Game Tips

### Combat Tips

- 1. Prioritize Red Enemies: They have more health, take them out first
- 2. Collect Power-ups: Power-ups greatly boost your combat ability
- 3. **Keep Moving**: Avoid being surrounded by enemies
- 4. Use Shield: Safely ram enemies while shielded
- 5. Boss Strategy: Bosses have high health, be patient

### Pause Tips

- 6. Pause Strategically: Pause to think of strategies when in trouble
- 7. Safe Pause: Pause the game safely if you need to step away
- 8. Quick Pause: Press P for a quick pause, no need to use the mouse
- 9. Pause to Observe: Use pause to observe enemy and power-up positions

Enjoy the enhanced Space Invaders game!