Program 3

- Your game should be vaguely similar to what I demoed in class.
- It can be a vertical or a side scroller.
- It must generate obstacles that move toward the player originating from random locations just off screen.
- It should not act like the original game that generates two obstacles for the player to "fly" through.
- Obstacles should be randomly chosen from a list of differing obstacle types.
- **Do not use any of the sprites that I have uploaded in my latest version.**
- Your implementation of the checklist below should be different from my example code.
- For those of you who use all your own code ... good job.

Checklist

Github Username: _____

#	Item	Value	Earned
1	*General*	**10**	
-	`repository` exists		
-	`assignments` folder exists in Repo		
-	`A04` folder exists in `assignments`		
-	Code is commented		
2	*Difficulty*	**20**	
-	As score increases speed of obstacles increases	10	
-	As score increases, frequency of obstacles increases	10	
3	*Bullets*	**50**	
-	The player sprite has the ability to shoot bullets	10	
-	Bullets colliding with obstacles destroys obstacles	10	
-	Animation plays when obstacle is destroyed	20	
-	Sound plays when obstacle is destroyed	10	
4	*Score*	**30**	
-	Score is increased as objects are destroyed	10	
-	Score no longer based on passing objects	10	
-	As difficulty increases, points for destroying objects increases	10	
	Total:	**110**	