Ship:
The ship follows the mouse's position.
When you click, it shoots two bullets. Holding the mouse will make it shoot bullets with a slight time interval.

Player's Bullets:
They move in a straight line forward. If they go off screen, they are removed from the game.
If they hit the skeleton's head, they are removed and the skeleton will take damage.

Skeleton:
The skeleton's head is stationary in the center at the top of the screen.
It's hands move left and right, firing bullets out of their fingertips.
The skeleton's arms will follow the hands, extending and retracting to look like they're attached.
When the skeleton is hit, it takes damage.

Skeleton's Hands:
Move left and right, switching directions when reaching predefined boundaries.
Shoot lots of bullets from each fingertip.

Enemy Bullets:
Move in a random direction, as long as that direction goes downwards. (down left, down right, etc…).
If a bullet hits the player, remove the bullet that hit them and deal damage to the player.

Collision Ellipses:
Make an invisible ellipse around non-circular things to have collisions with the circular bullets.

Health Bar:
Make a bar that's height is the skeleton's health, that decreases as the skeleton takes damage.
Make one for the player that acts the same as the skeleton's but uses width instead of height.

Hyperdrive effect:
Create hundreds of lines and make them move down the screen to make it look like the light speed effect from Star Wars. When they go off screen, reset their y position and change the speed and x location.