Primitive Invader

WebGL Link: <https://play.unity.com/mg/other/new-folder-2-128>

**Game Setting:**

* A/D or Left & Right Arrow keys for player ship movement
* Space for shooting the bomb from player
* Escape key to pause the game

**Game GUI:**

* Difficulty selection (Background will be change on each option)
* Volume controller slider (Sound No/Off)

**Game Mechanics:**

* Game start with the start menu to select difficulty and with volume set option
* On selecting difficulty, background is being changed and game will start.
* Player shooting and movement working smoothly.
* Each wave of enemy is being spawned and are random in position (Array used to generate a grid and assigning each position with an enemy, some spaces are empty based on the randomness).
* No Screen Reload
* Five waves will spawn each after each, as all the enemies from previous wave are destroyed.
* Kill and time from the first spawn of wave is being recorded.

**Missing☹ (All of these are missing due to the insufficient time; Otherwise I was going to implement all these too)**

* Wave movement to left right (was going to do with lerp, some code is implemented not working within game).
* Best time record save of each wave is missing.
* Code Comment