**Task 6**

Hello I'm vittorio Camilleri and this is the initial prototype document outlining my objectives and intentions of this project. My aim is to create a space invaders styled game that is true to the original but bringing several unique elements not present in the game at the time. Since programming and graphics have evolved I'll try to implement as much as I can, however keeping in mind that I shouldn't forsake gameplay for graphics. Stylistically I'd like to improve the spaceship and add a more dynamic level setting maybe by having a moving background to create the illusion of movement through space. I'd stay true to the original by using several 8 bit sounds and music that have stuck with me since my childhood and definitely bring the element of nostalgia

Researching space invaders on wikipedia

