Performance Description:

The game will feature a menu system that is capable of being quickly understood and easy to use. Characters will move across the screen, including the player ship, controlled by re-bindable keys, and enemies, including obstacles and enemy craft that are also capable of moving by computer control. All characters can sustain some sort of damage from either impacting other characters, or from impacting weapon blasts. Weapons will be capable of damaging enemy vessels, depending on corresponding colors. A background will be stationary, but optionally, a background that slowly scrolls down as the level progresses will be implemented. Power-ups, may also be implemented, requiring either to be shot or impacted to affect the player ship. These power-ups may also affect certain elements, including player movement speeds or weapons.