**User Manual:**

Installation / System Requirements: In order to play the game, you will need a machine that is able to run Java. System requirements for a Windows 8 / Windows 7 desktop include: RAM: 512 MB, Disk space: 124 MB for JRE; 2 MB for Java Update. Processor: Minimum Intel Core 2 Duo processor. After successfully downloading Java, run the self-contained JAR file to start playing the game.

Game Features / How to play: The game is played in a GUI and is based off of the GridWorld case study. The purpose of the game is to control the sprite (spaceship) at the bottom of the screen to eliminate all of the aliens before they approach the sprite. The player controls the sprite by pressing the left and right arrow keys, which moves the sprite left and right in the grid. Pressing the spacebar will trigger a bullet shot from the sprite, which eliminates an alien upon contact. The player wins if all of the aliens are eliminated before they reach the row in front of the sprite. One special feature added to the game is the availability of a powered-up bullet. Every fifth bullet fired is a golden bullet, which can eliminate an entire column of aliens. Another feature that we added to the game was the count for the number of aliens remaining.

