# Space Invaders

**NB. Space Invaders has been designed to work smoothly at a MEDIUM to HIGH clock speed for power efficiency, but can be used at VERY HIGH too.**

**Controls:**

|  |  |
| --- | --- |
| Control | How performed |
| Move | Tilt device (speed sensitive) |
| Fire | Press button/UP/touch screen |
| Quit | DOWN |

**Gameplay**

* **Initially, you have 3 lives and zero points.**
* **You will gain one point for killing an alien.**
* **You will gain ten points for killing an entire array of aliens.**
* **At the start of gameplay, the aliens will move slowly and shoot slow bullets. The further on you get in the game, the faster they and their bullets travel.**
* **Yours and your enemies’ bullets will cause damage to the green barriers.**
* **Score points by destroying an alien by shooting them.**
* **If the aliens reach the bottom of the screen before they have all been killed, you lose a life.**
* **If you are hit by an alien bullet, you lose a life.**
* **When you kill all the aliens present, a new game will begin and your points will remain to be added to.**
* **As the alien speeds, gameplay becomes harder.**
* **You will lose the game when you lose all three lives.**

**Game Over**

* **In game over state, you may view your score, touch to start a new game or press DOWN to exit to CircleOS.**