;; Space Invader Domain Analysis

;; =====================
;; Program Sketch
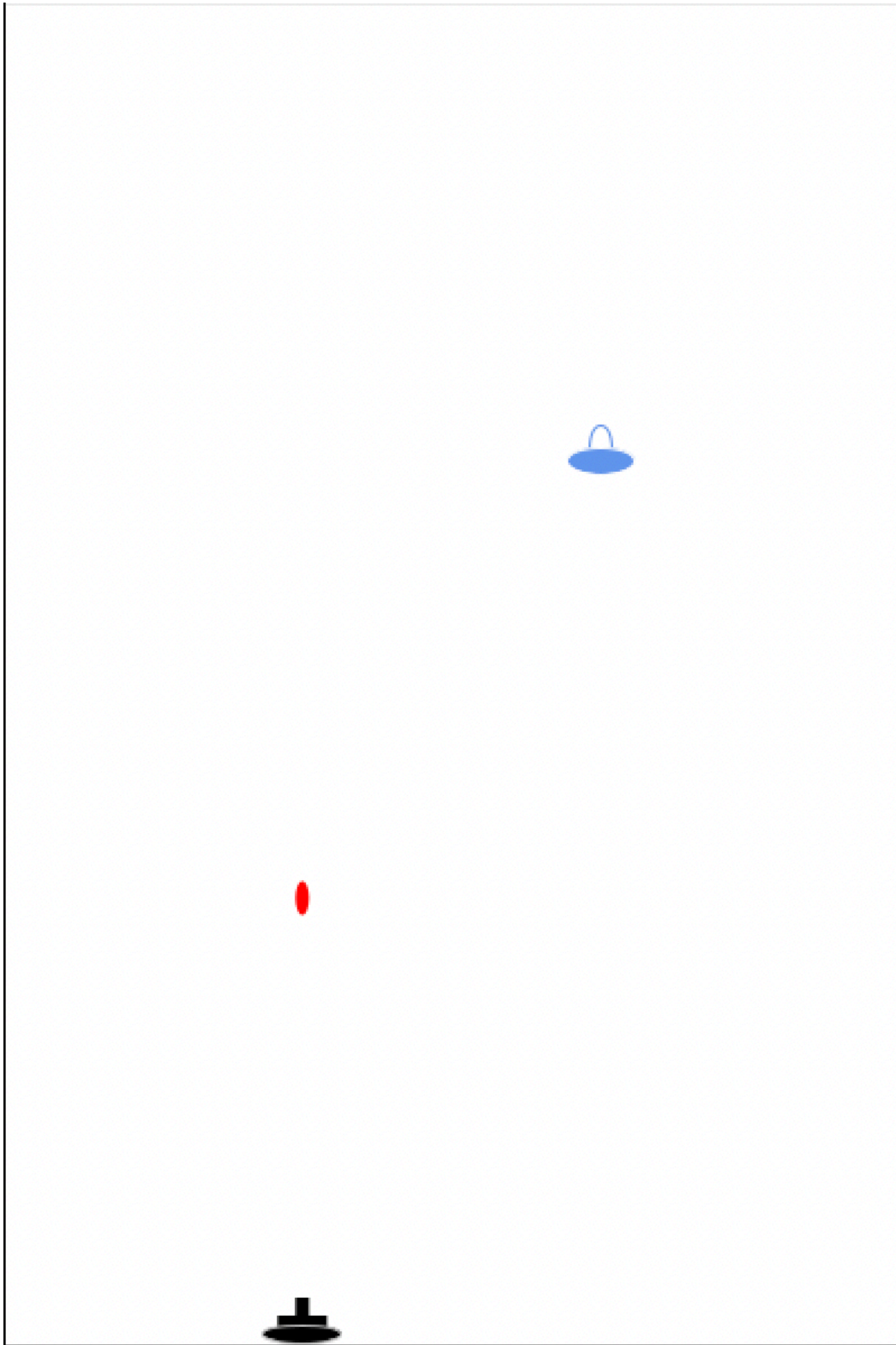
;; ====================
;; Constants

;; width and height of the screen

```
;; background of the screen
;; tank image
;; tank y position
;; tank moving speed to left and right
;; missile image
;; missile x position
;; missile moving speed
;; invader image
;; invader moving speed


;; =====================
;; Changing Information

;; Tank
;; - x pos of an image
;; Missle
;; - y pos of an image
;; Invader
;; - direction of moving
;; - x pos of an image
;; - y pos of an image


;; =====================
;; Big-Bang Options
;; - change as time goes by (on-tick)
;; - display something (on-draw)
;; - change in response to key press (on-key)
;; - stop automatically (stop-when)
```