Space Invader with a Twist
Tuan Phan
Edwin Africano

A) Commitment:
   a) The ability to detect laser on screen in the camera's frame - TUAN
   b) A working gyroscope with the ability to move a ship on screen - TUAN
   c) A basic tone generator for different stage of the game. (A NAND gate implementation: sweeping sound)   - TUAN
   d) Enemies on screen firing projectiles at ship and the ship back at them. Making use of scalable bitmap. Their motion follows a simple path -EDWIN
   e) Simple enemies regeneration making use of the FSM. - EDWIN
B) Main Goals:
   a) Using the camera to implement shooting mechanic. (Translate the laser position from the camera to the screen's position) -TUAN
   b) Enemies organized into waves that have different enemy configurations and paths. Speed if the waves scales with difficulty. - EDWIN
   c) Increasing difficulty with score and/or user selection. - EDWIN
   d) More sound effects for each different mode of the game. - TUAN
   e) Main Menu - EDWIN
C) Stretch Goals:
   a) Complex enemy behavior that depends on ship position - EDWIN
   b) Boss fight encounter - EDWIN
   c) Classic 8-bit music -TUAN
   d) Complex menu (difficulty options, ship model to use) -EDWIN
   e) More gameplay choices (ship types, powerups, etc) -EDWIN
D) Fun Goals:
   a) Pong Mode ! -EDWIN