PART FIVE – POSSIBLE EXTENSIONS

The game itself as it stands is currently quite basic. I am sure that you can think of a range of improvements to the game. Some that immediately came to mind include:

PLAYABILITY:

1) Get the baddie to randomly drop bombs
2) Vary the baddie's speed randomly
3) Import pod.png and get it to fly crazy paths across screen so you have to dodge a further menace
4) Add lives

DEVELOPING YOUR PROGRAMMING KNOWLEDGE:

1) Create a sprite superclass that provides aninterface for common methods such as move, getImage etc to refine the structure
2) Add a loading screen
3) Use your knowledge of arraylists to create a number of baddies.
4) Implement a point scoring system where the points increase as you destroy baddies.

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