Project Name: Alien Invasion repo
Project Type: side solo project

Project Goals:
Create Alien Invasion game with book Python Crash Course

Stage	Tools	Brief Description of Process	Challenge Resolution
Plan / Acquire	● Visual Studio	● Using code found in book Python Crash Course produce the Alien Invasion game from Ch 12 - 14 ●	● While the book contains the code I have found that is does not always run as written and some debugging/troubleshooting beyond basic typos is needed
Create / Deliver	● Visual Studio ● Pygame	● Creating ship and background images ● Get ship to move and stay within screen ● Add firing, tracking, and limiting bullets ● Add Alien image, expand to line of aliens, expand to fleet of aliens ● Add movement of aliens across and down the screen ● Shoot the Aliens ● Added play button to start game ● Limited ships to 3 for 3 'lives' ● Game speeds up with higher levels ● SCORING = IN PROGRESS ● Customize the game once completed ● Could alter ship.bpm, colors, bullet logic, etc.	● Biggest challenge so far is that .bmp are not loading with the code written. I tried using the full path for the files and solved this issue ● This is first exposure to using Class in python