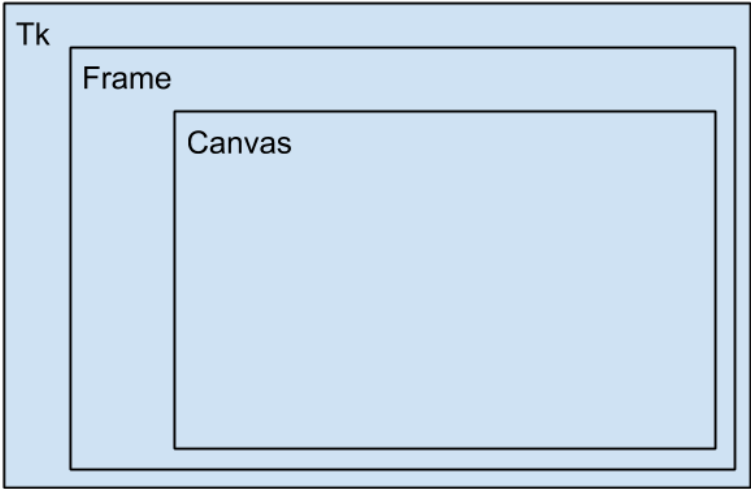
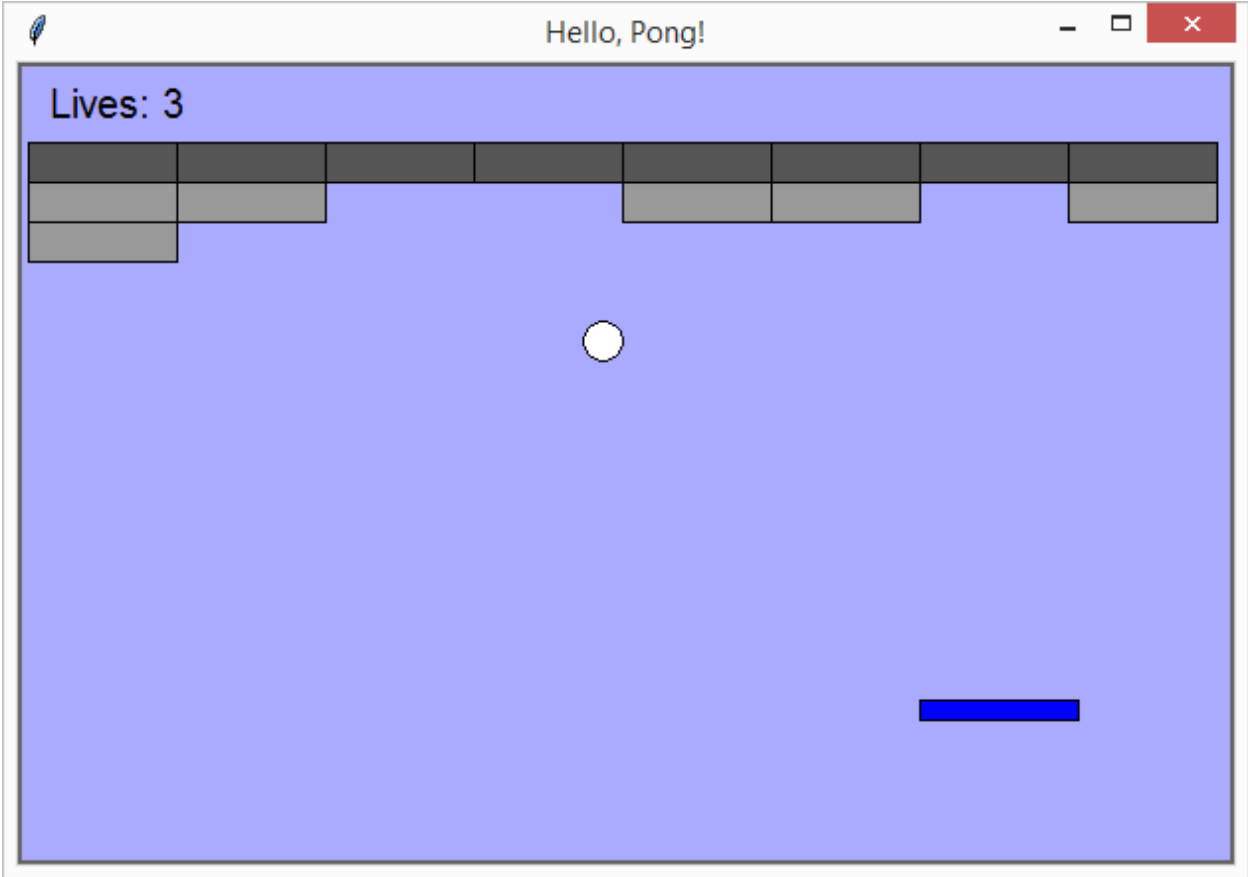
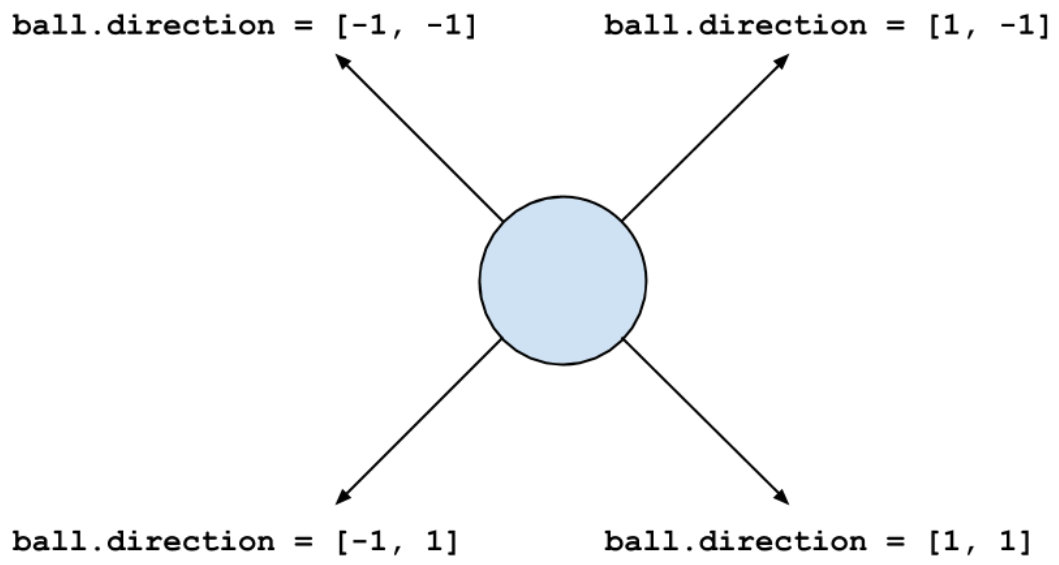
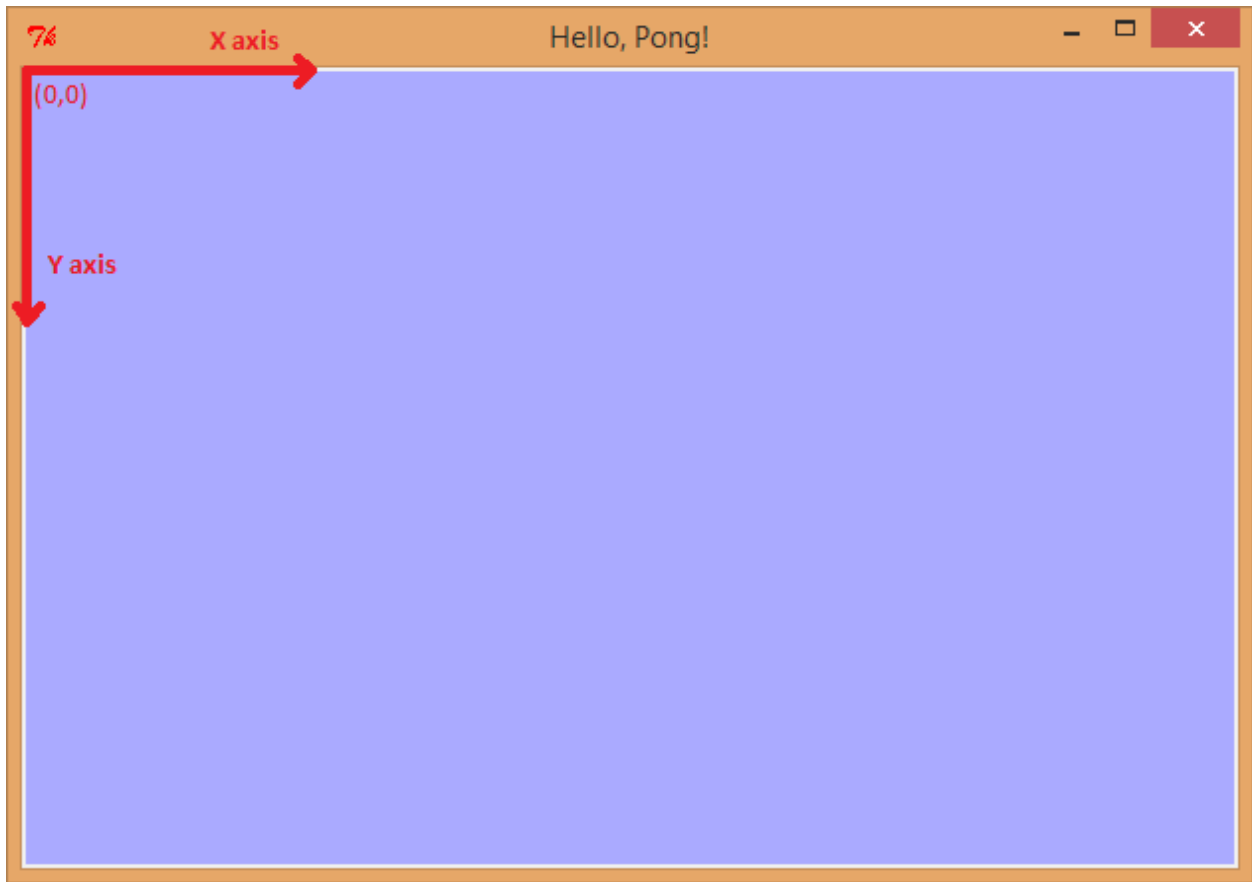
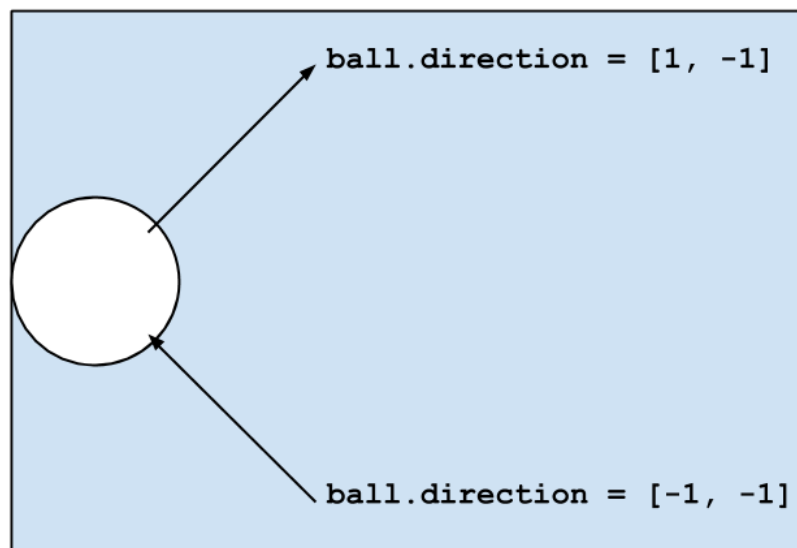
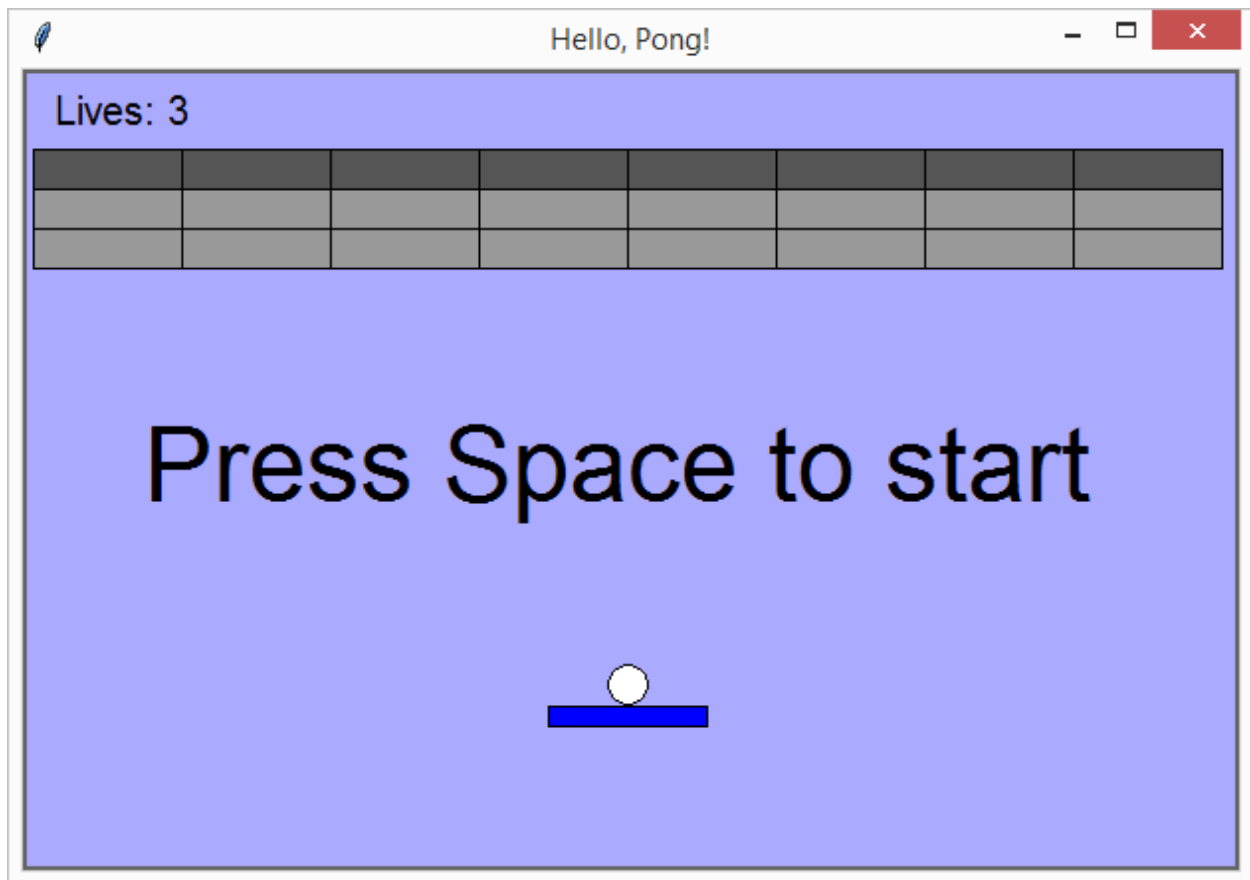
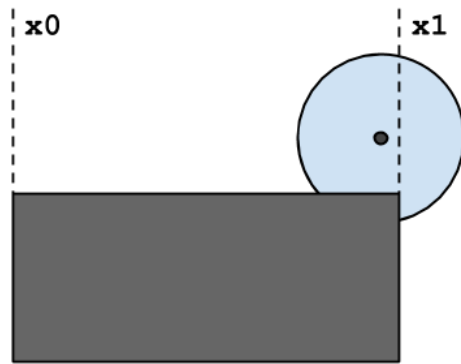
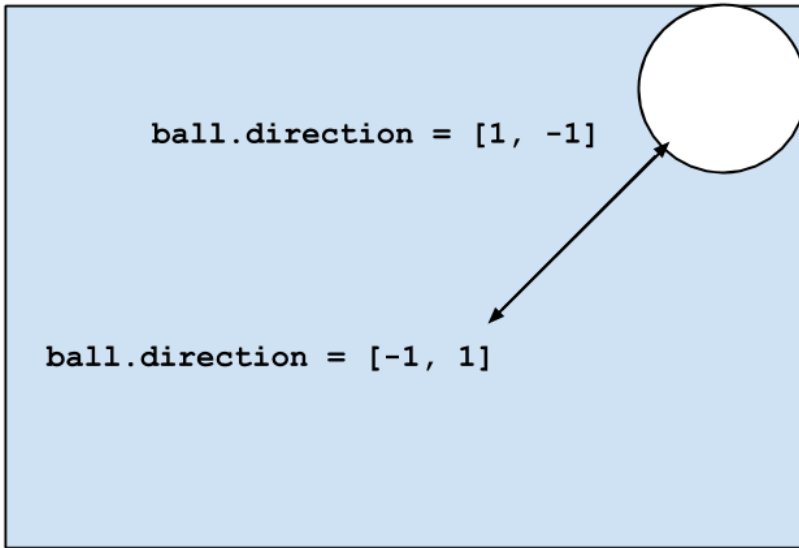


Chapter 1

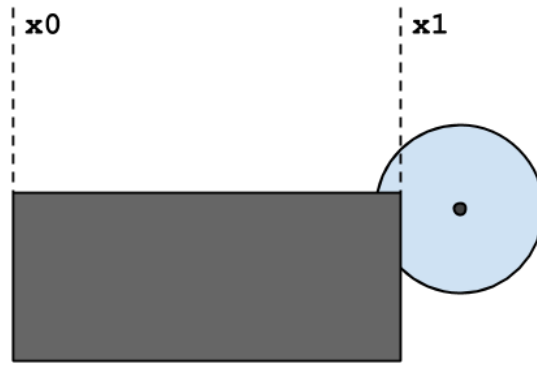




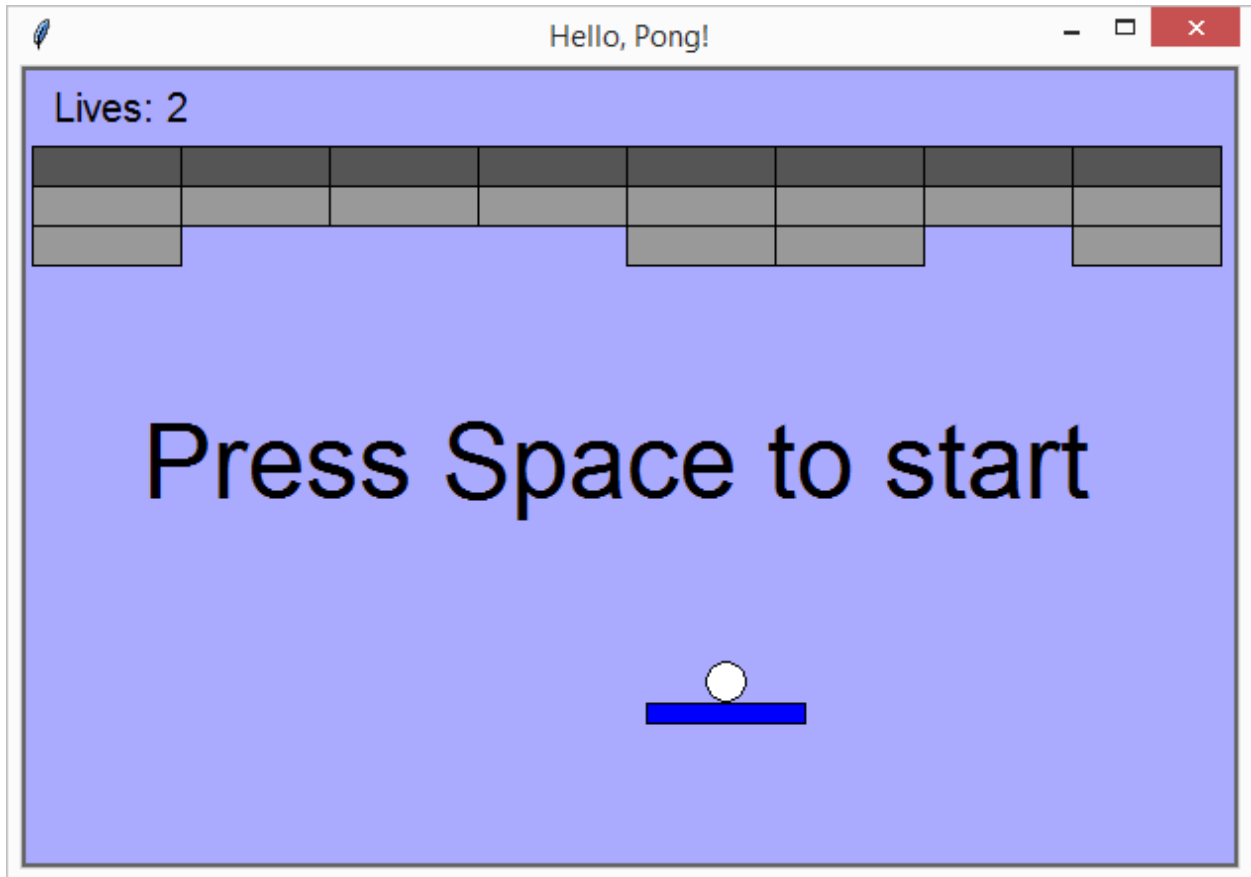




`x0 <= ball_x <= x1`



`ball_x > x1`



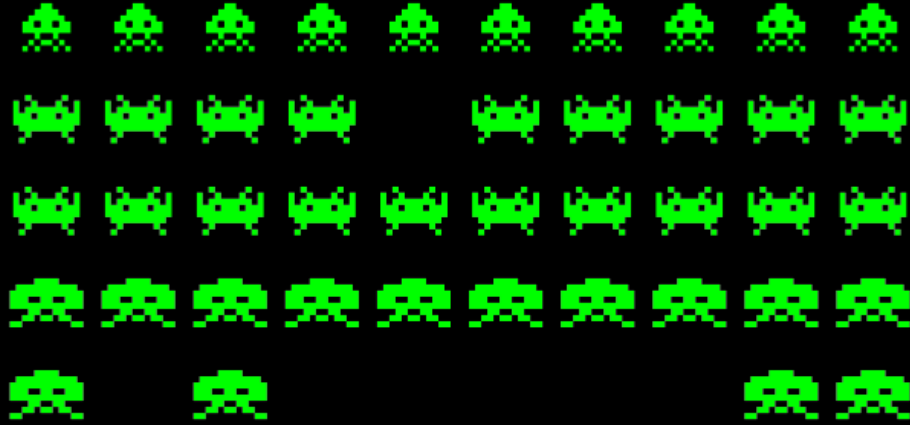


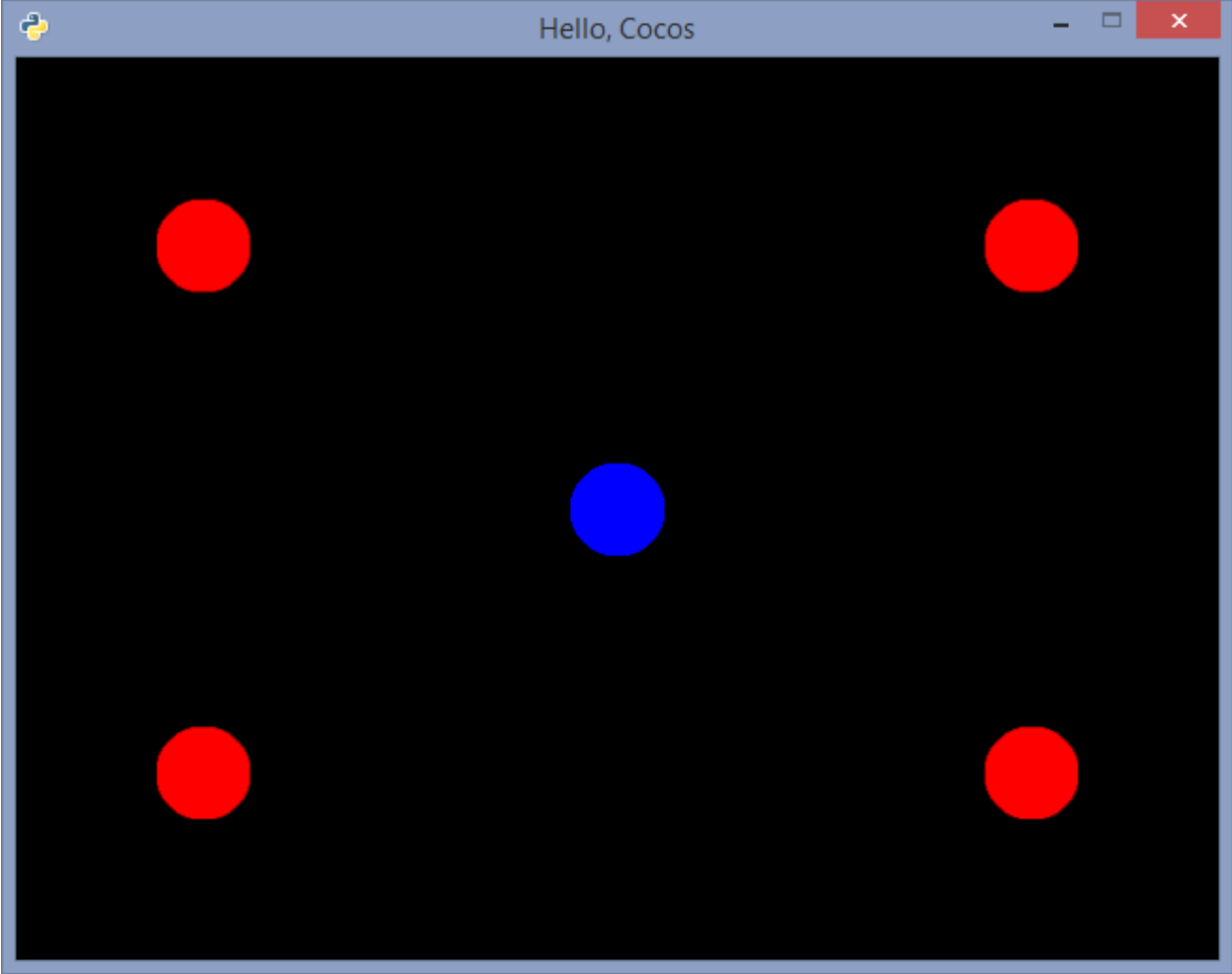
Cocos Invaders

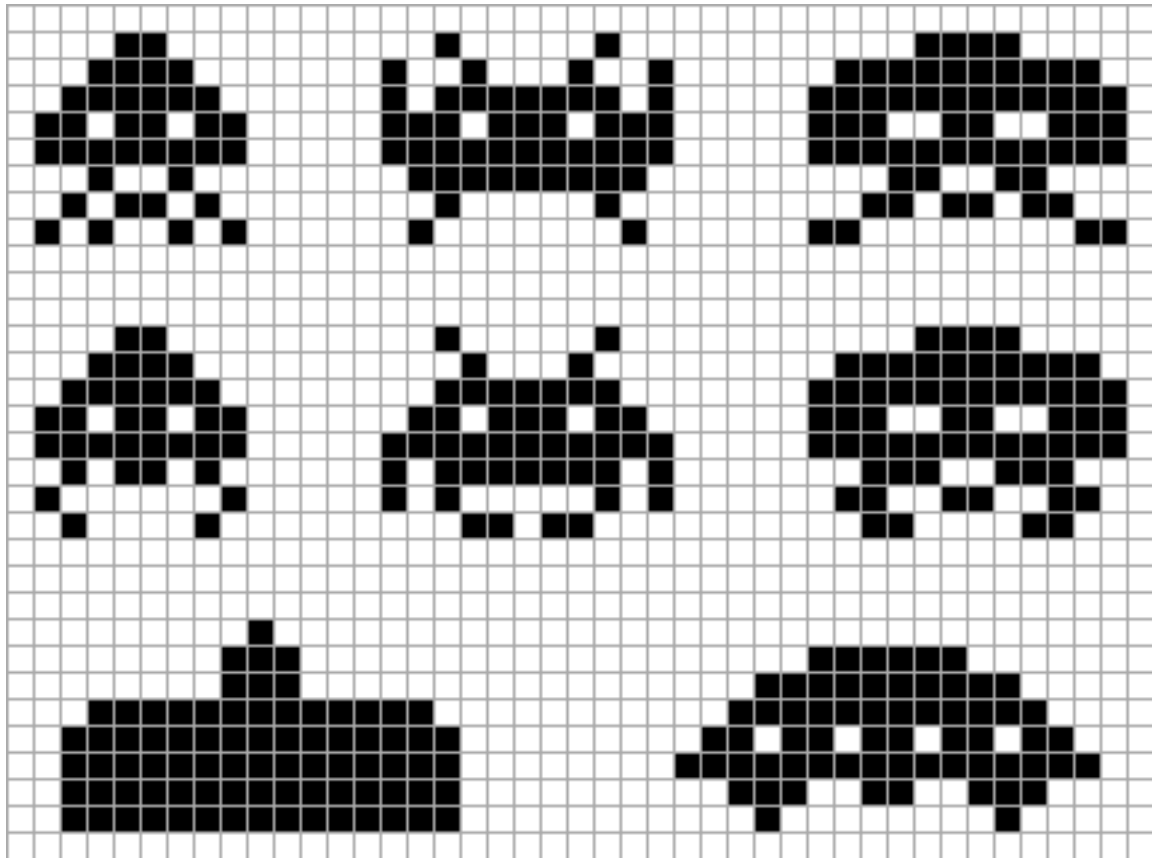


Score: 80

Lives: 2





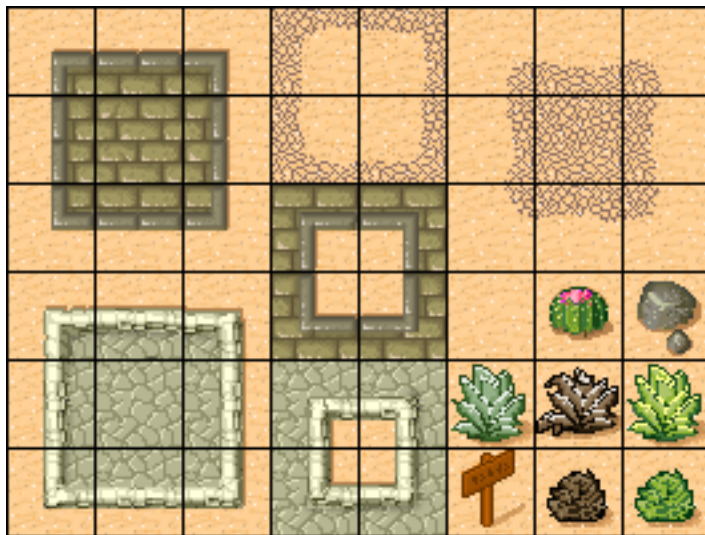
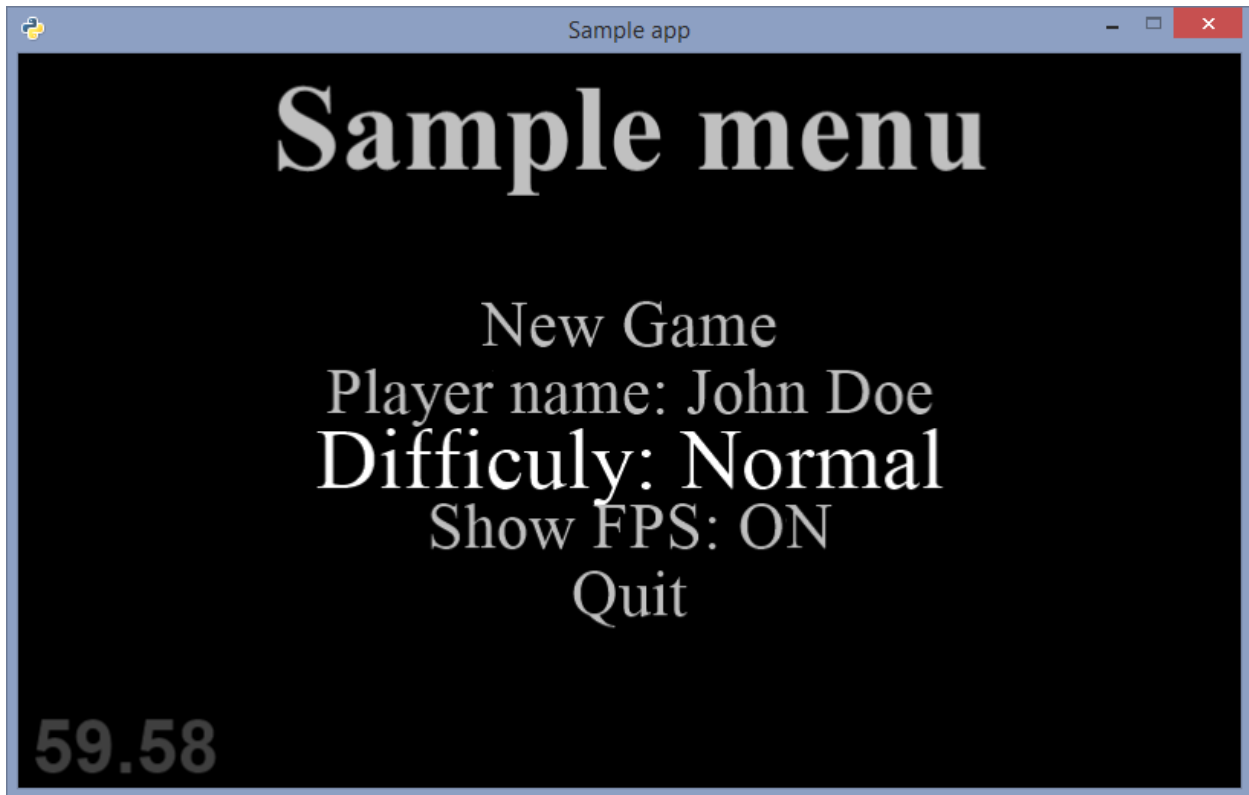


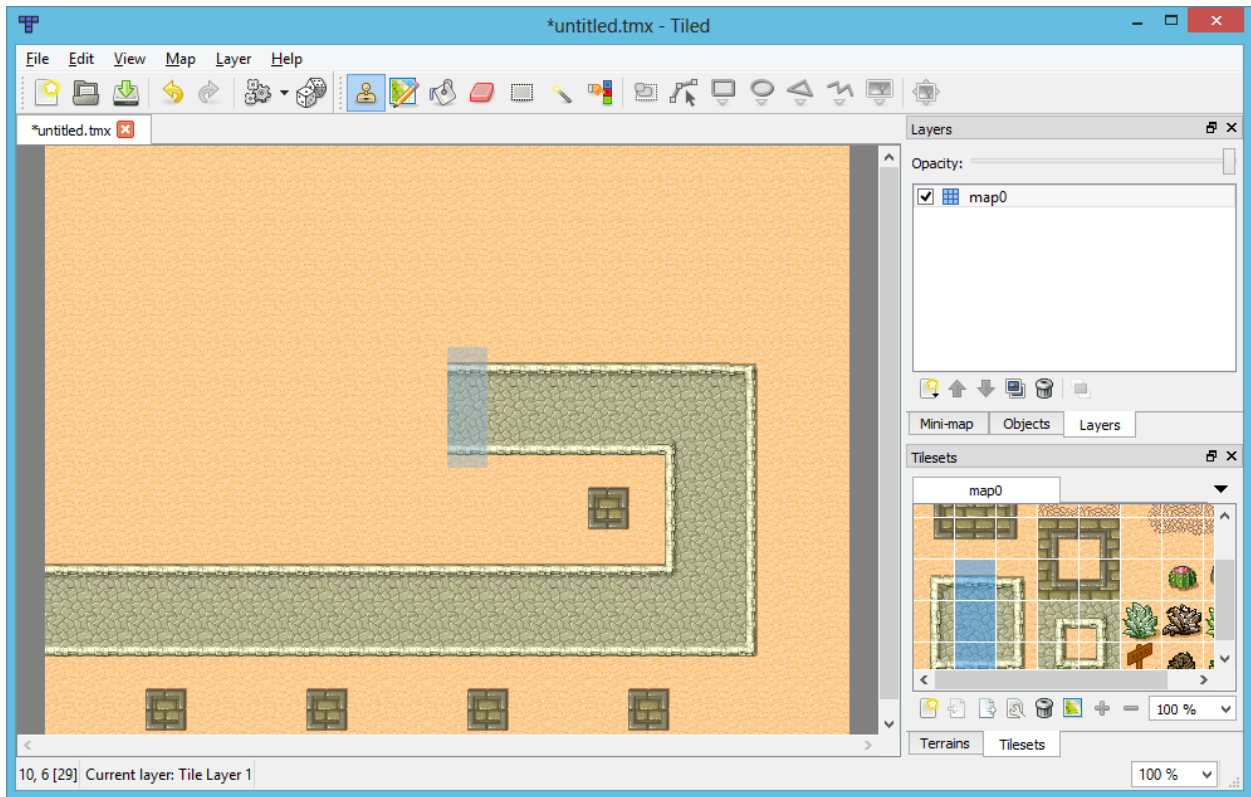


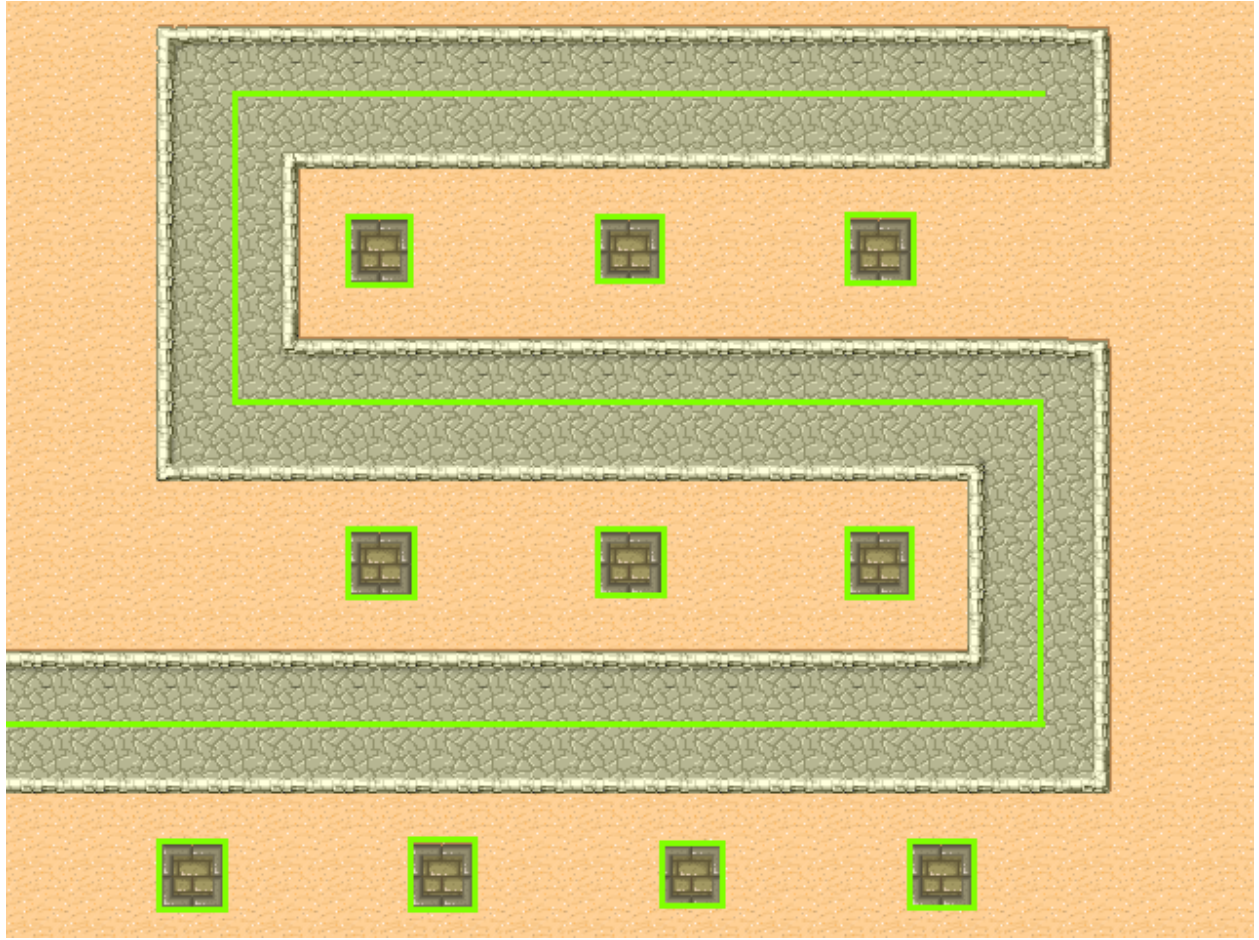


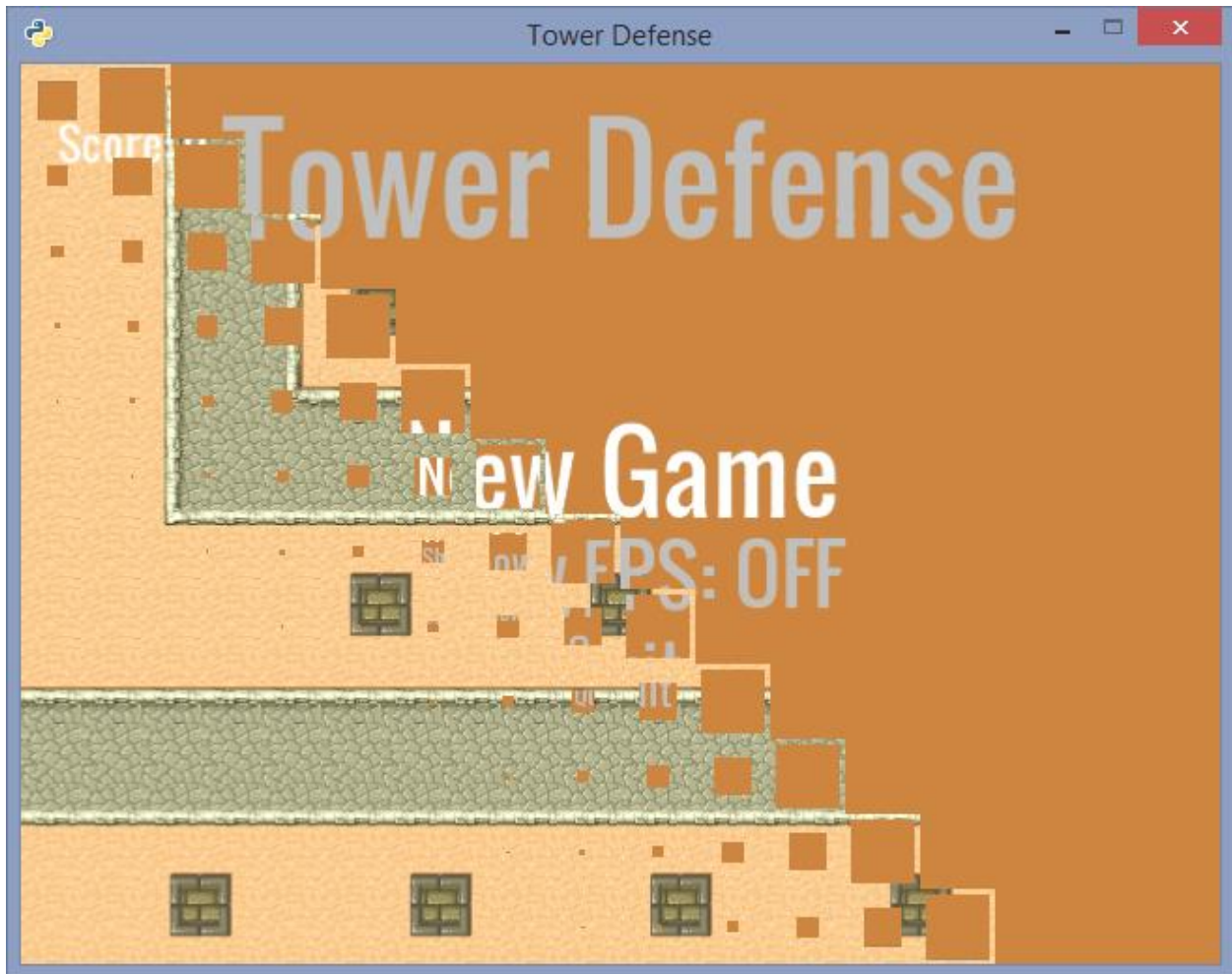
Chapter 3





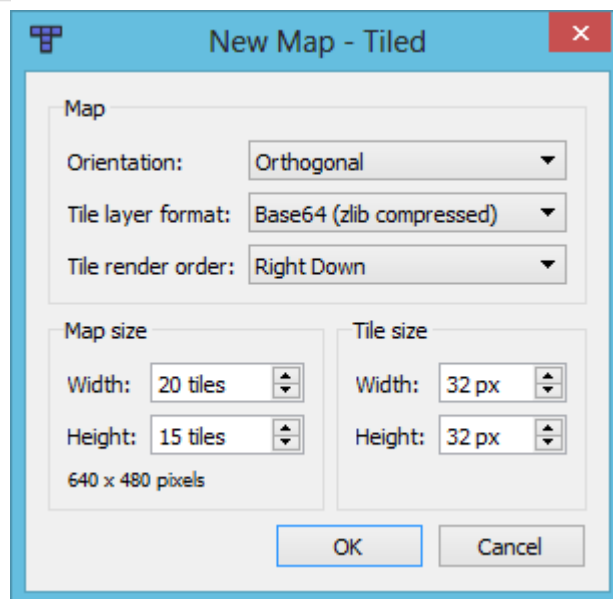


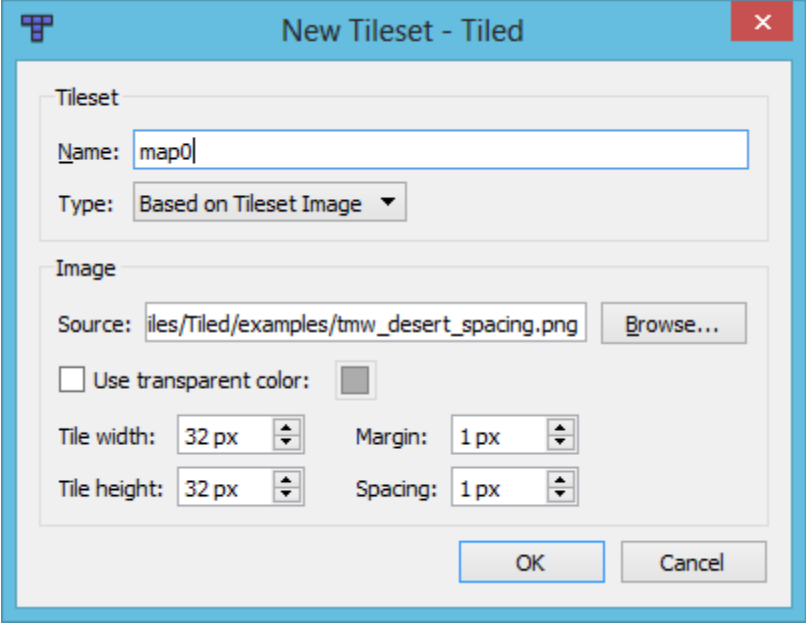




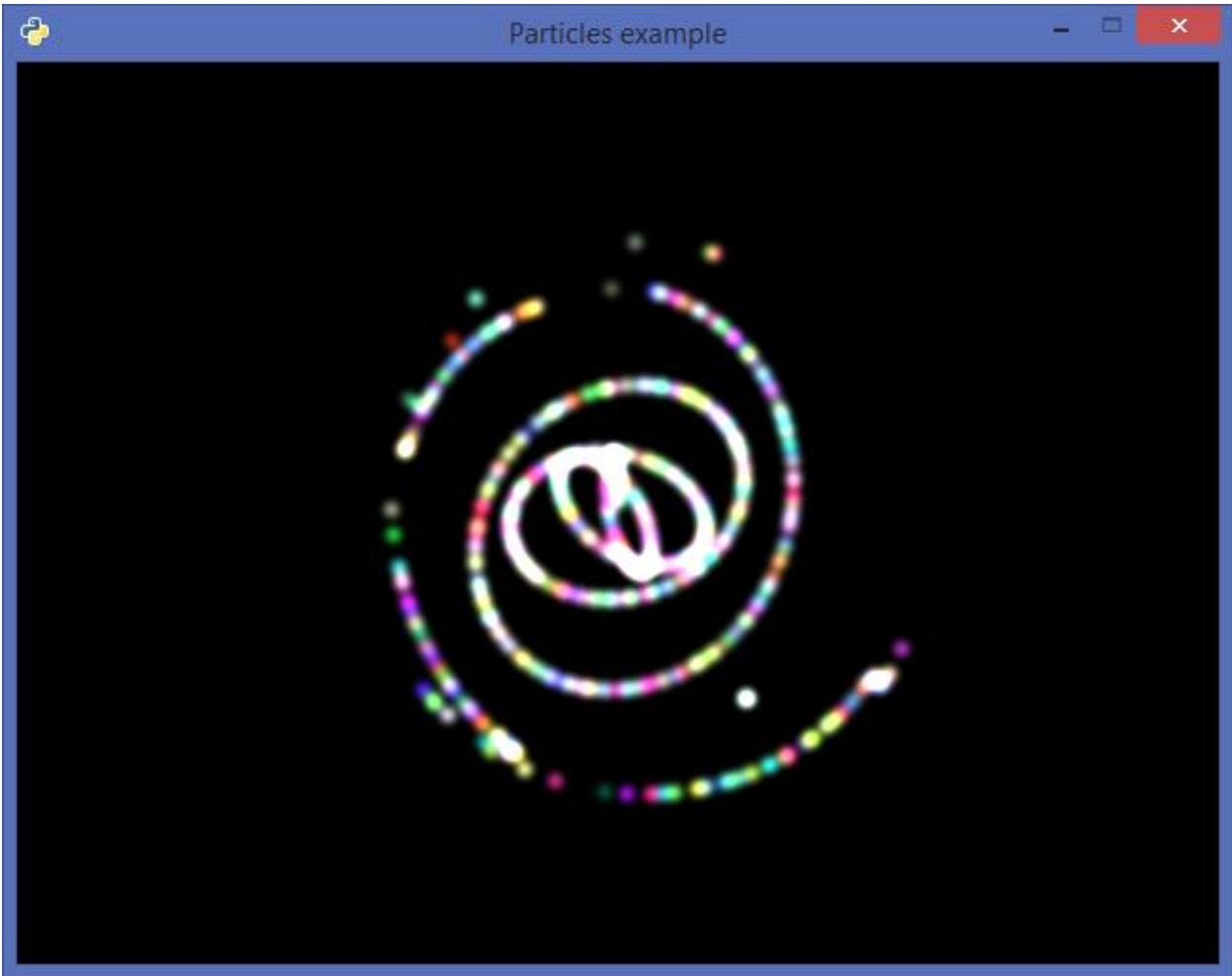
towerdefense (C:\workspace\towerdefense)

- assets
  - bunker.png
  - explosion.png
  - Oswald-Regular.ttf
  - range.png
  - shoot.png
  - tank.png
  - tmw\_desert.png
  - tower\_defense.tmx
  - turret.png
- actors.py
- gamelayer.py
- mainmenu.py
- scenario.py
- towerdefense.py

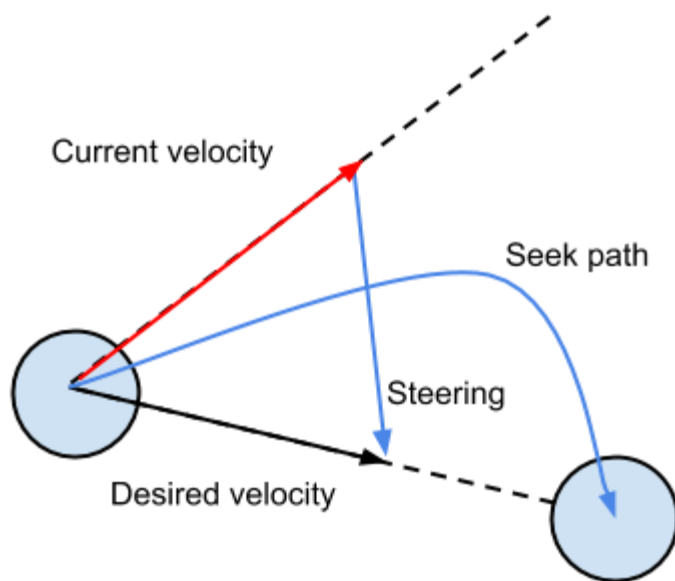
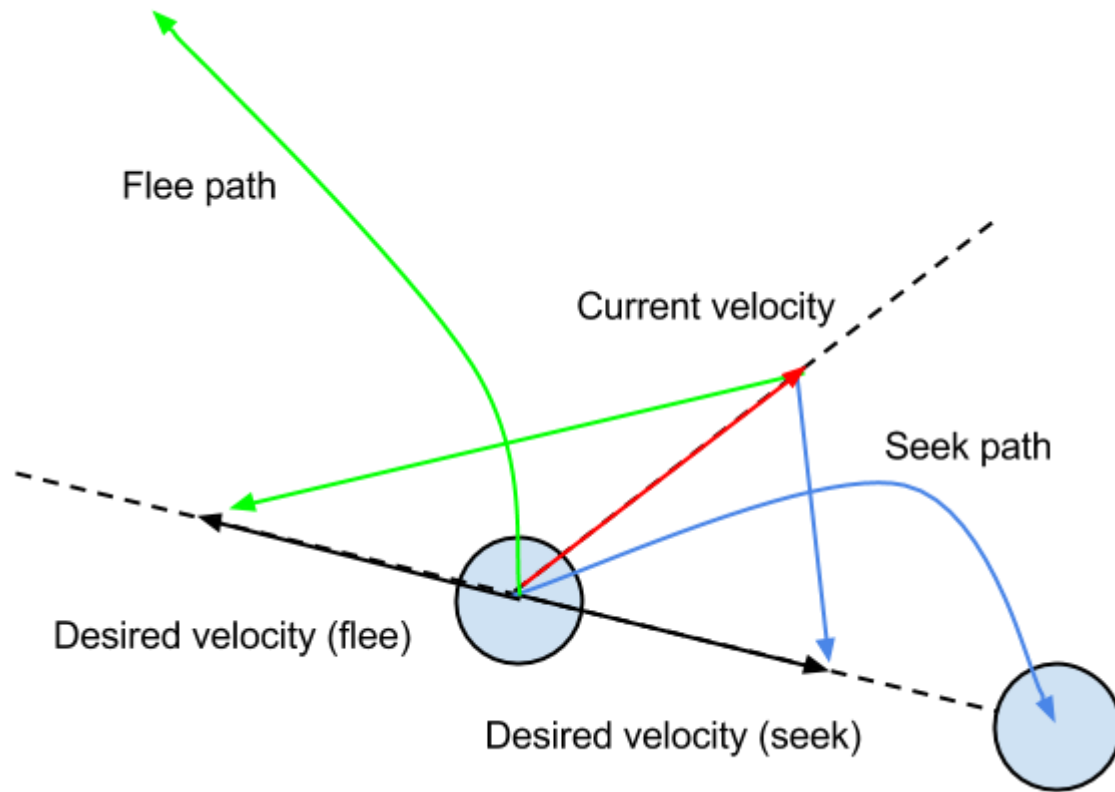


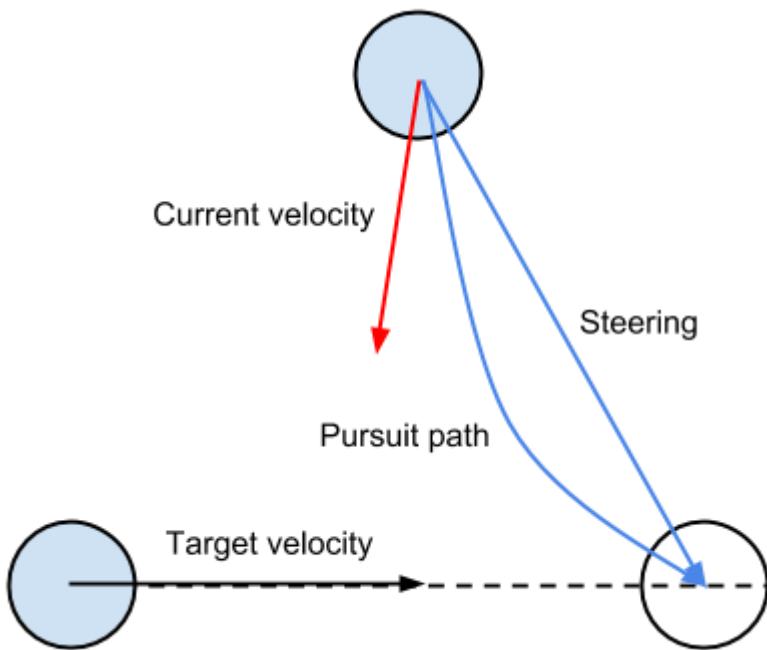
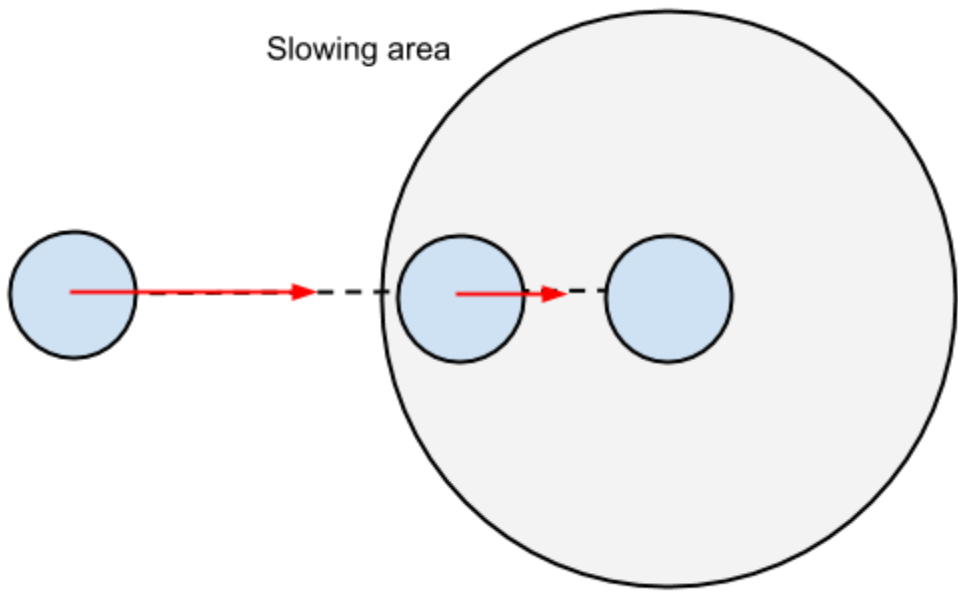


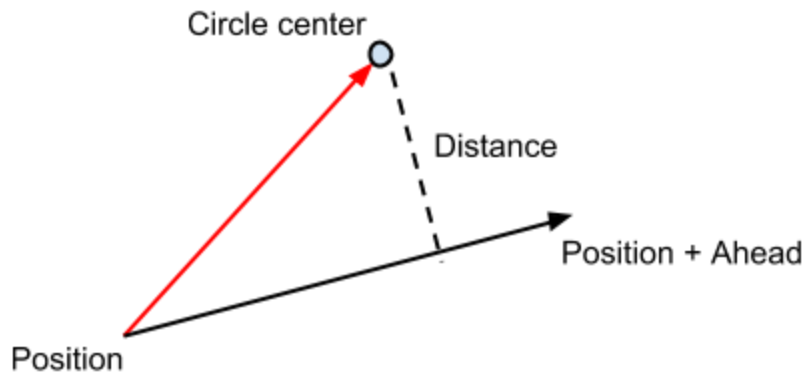
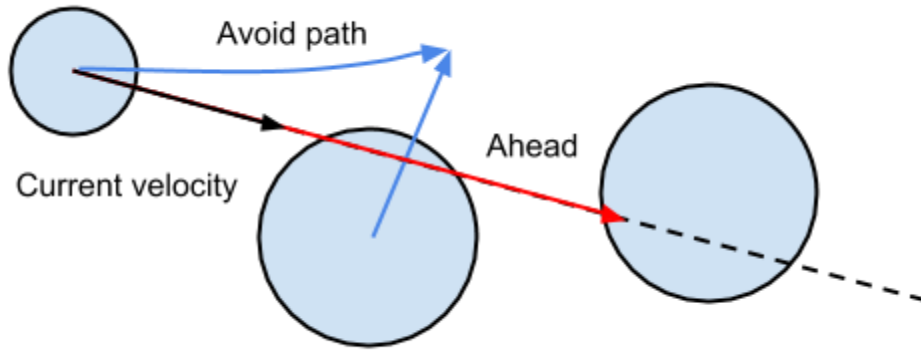
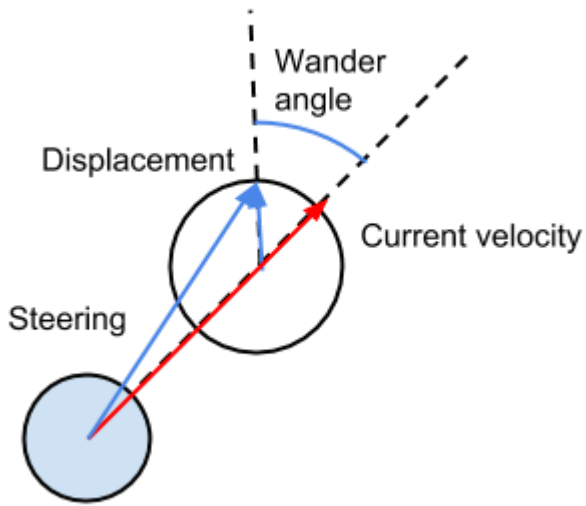
Chapter 4

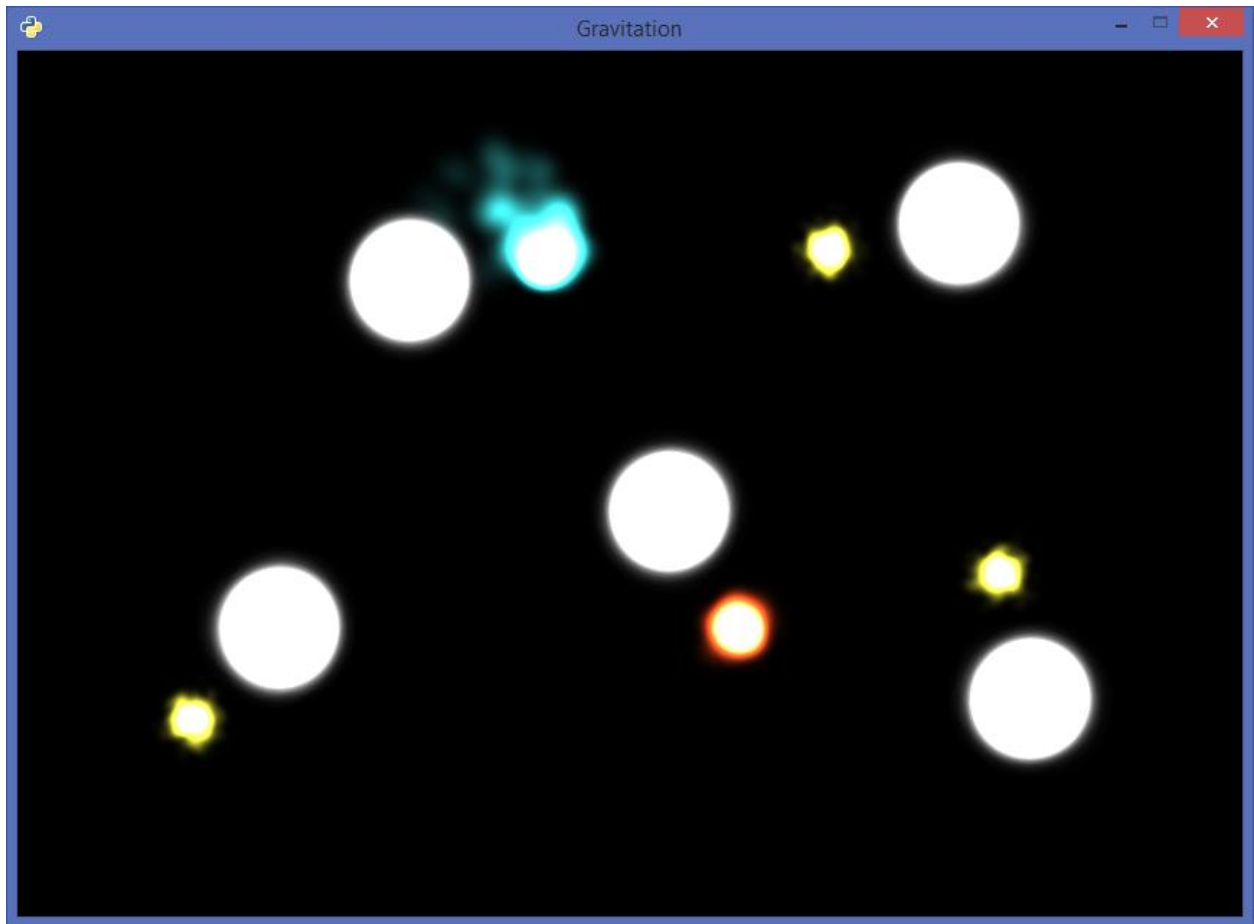




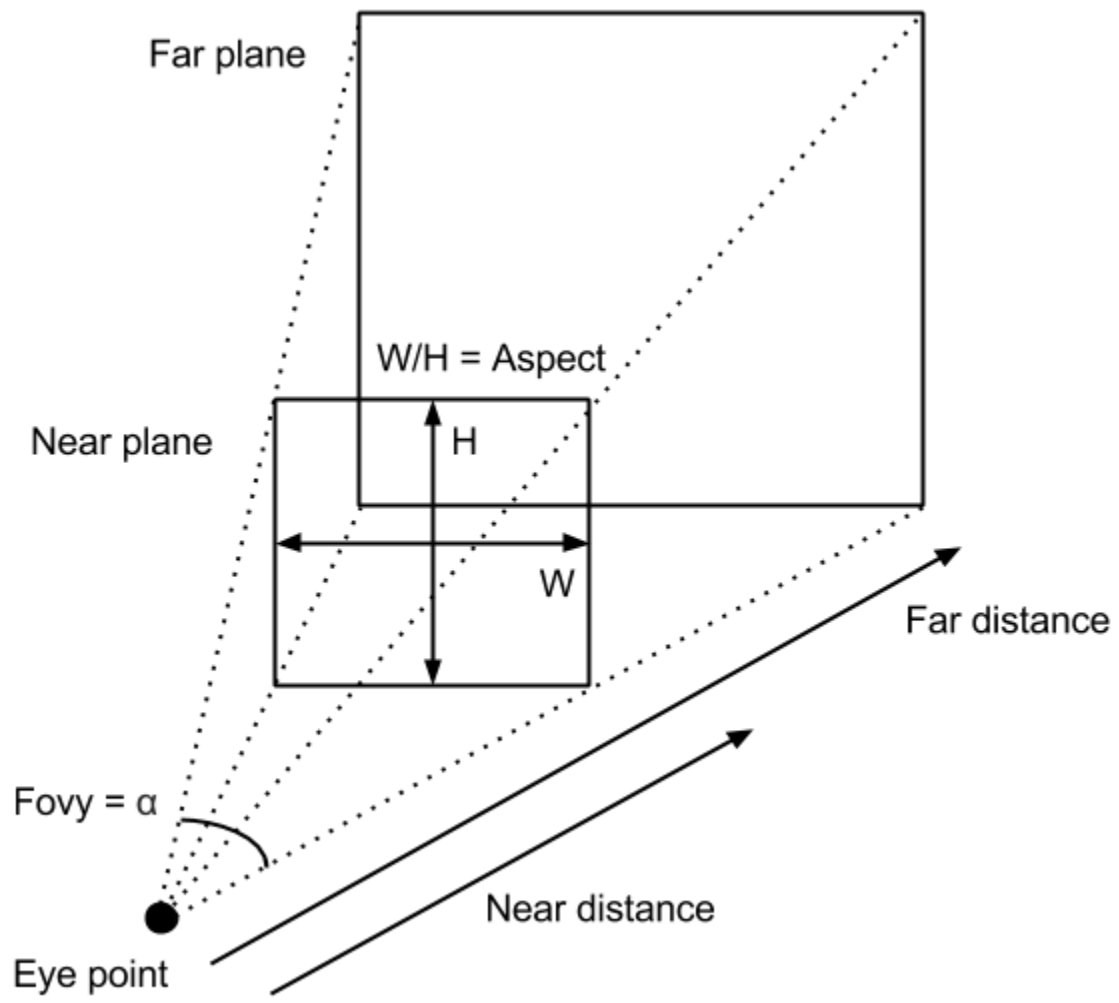


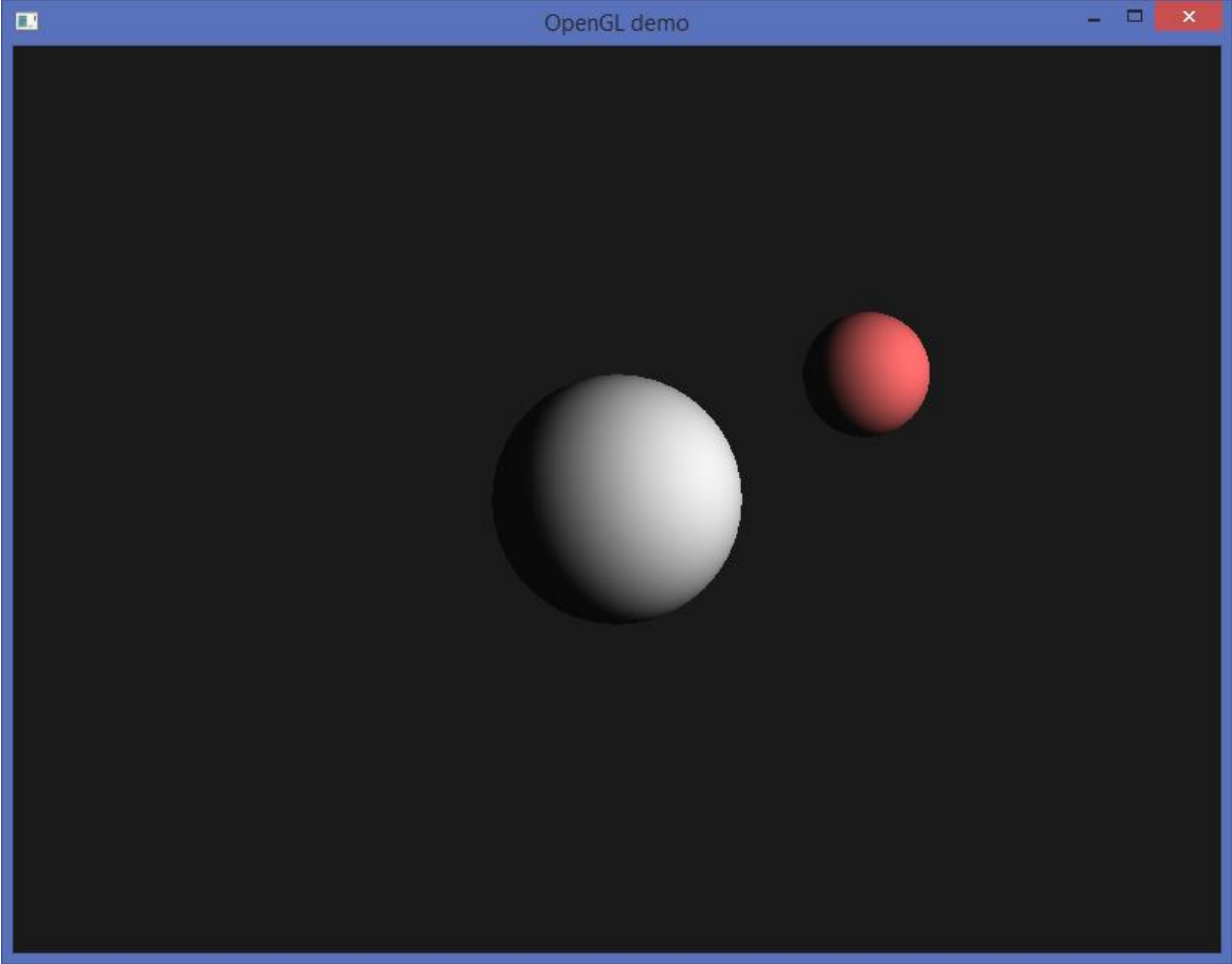


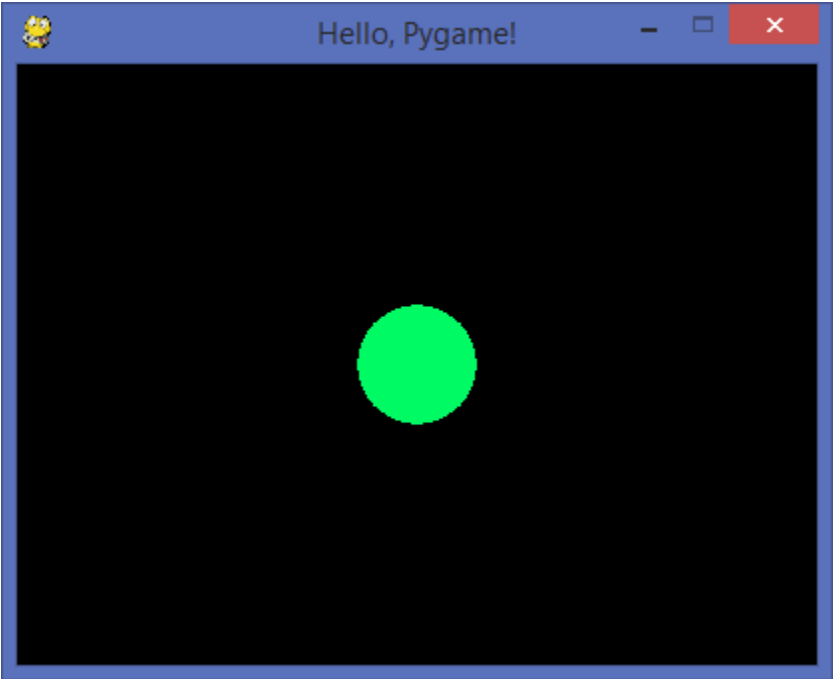
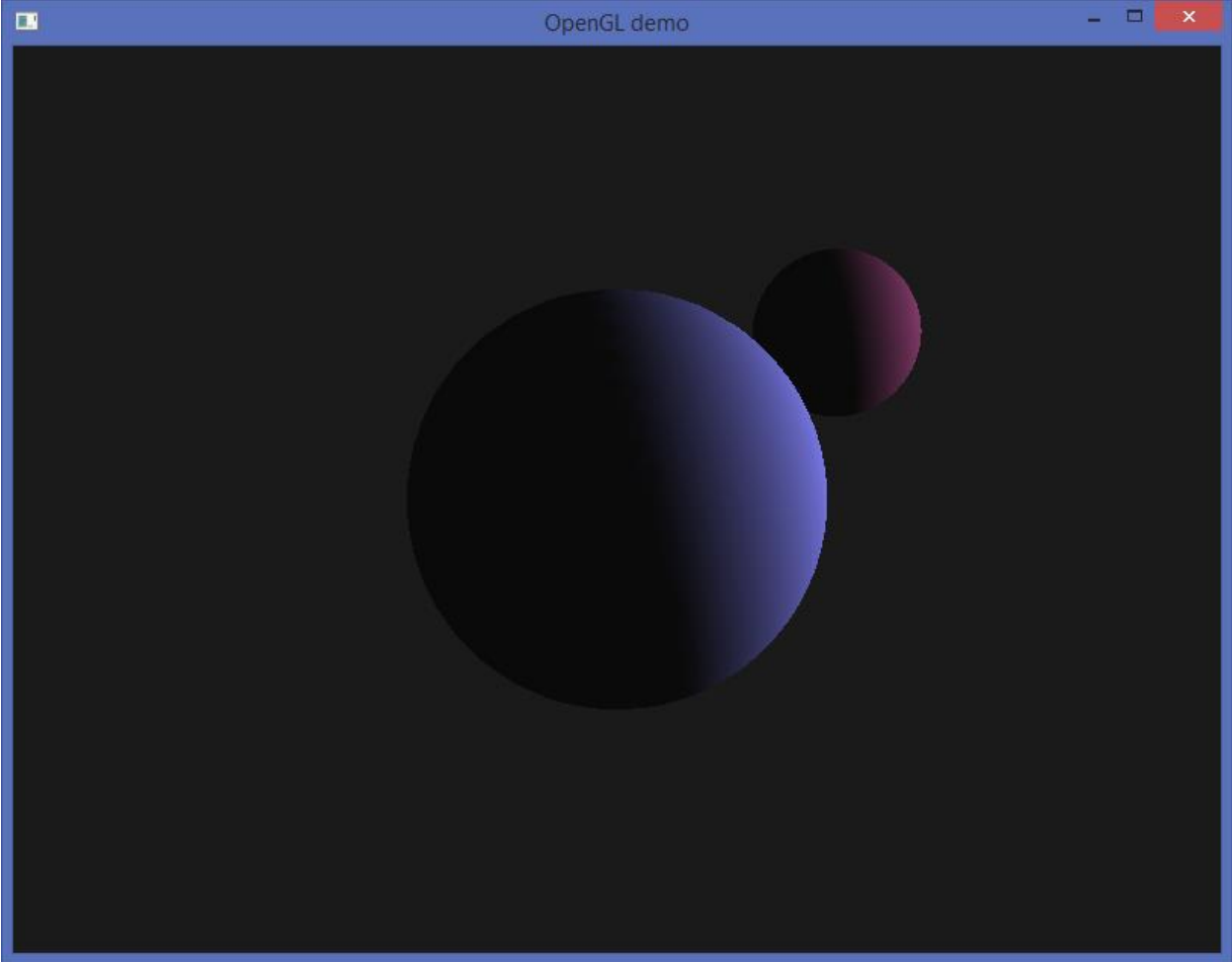


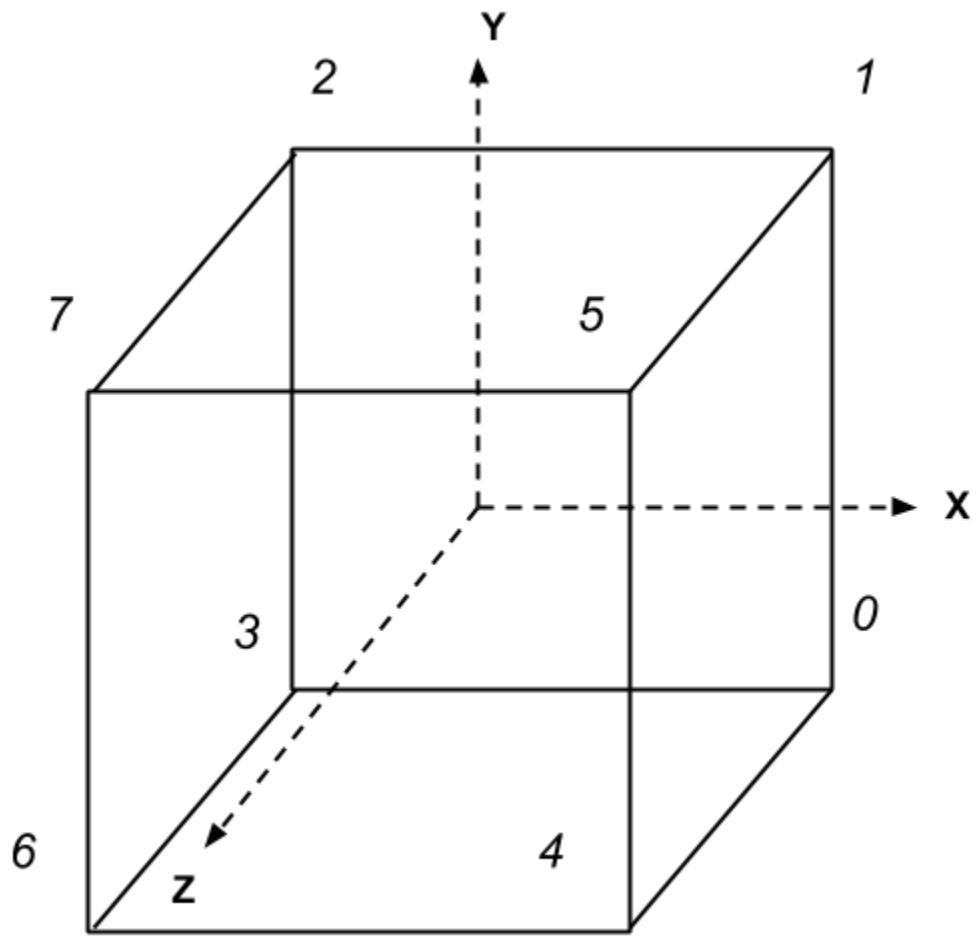


Chapter 5

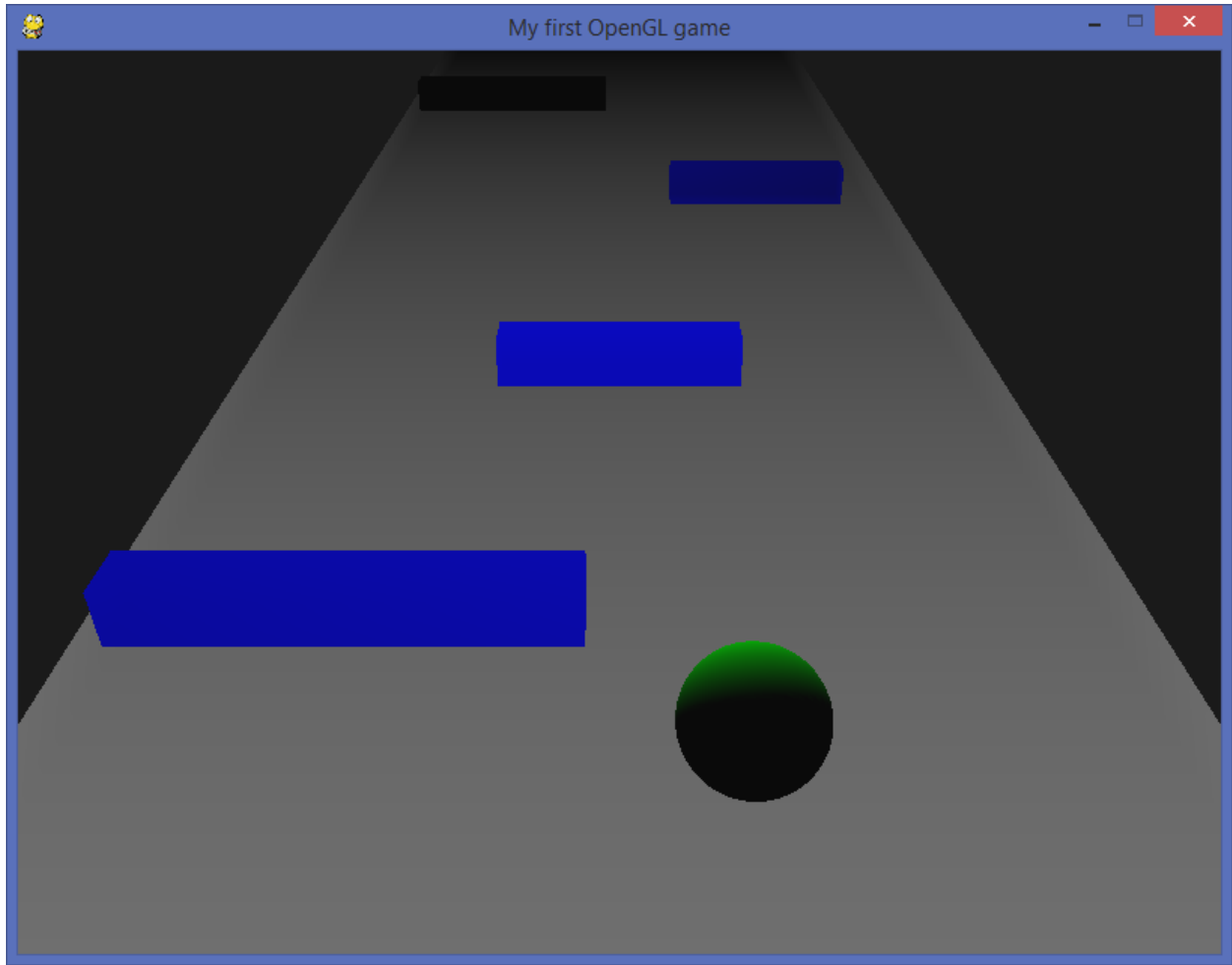




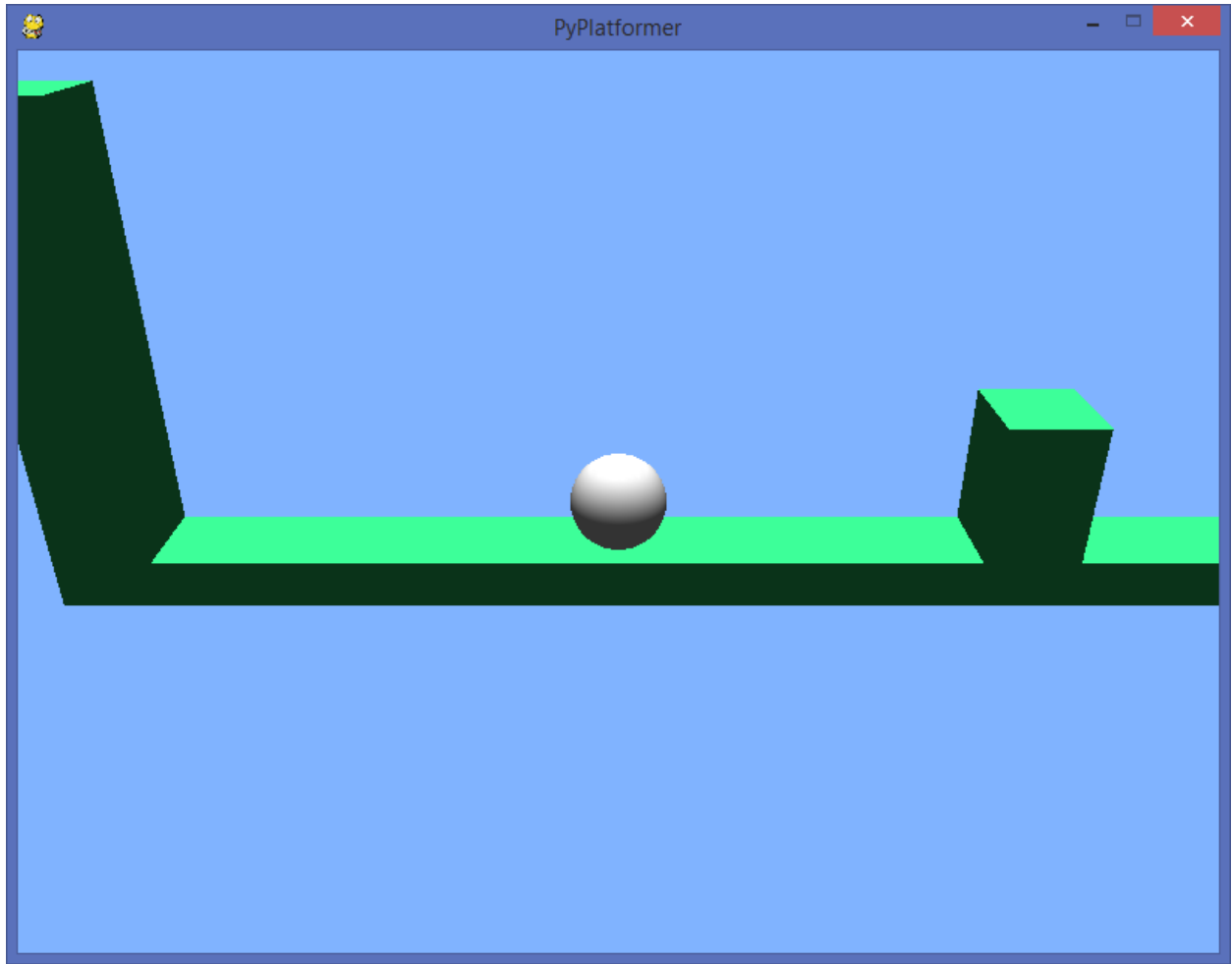


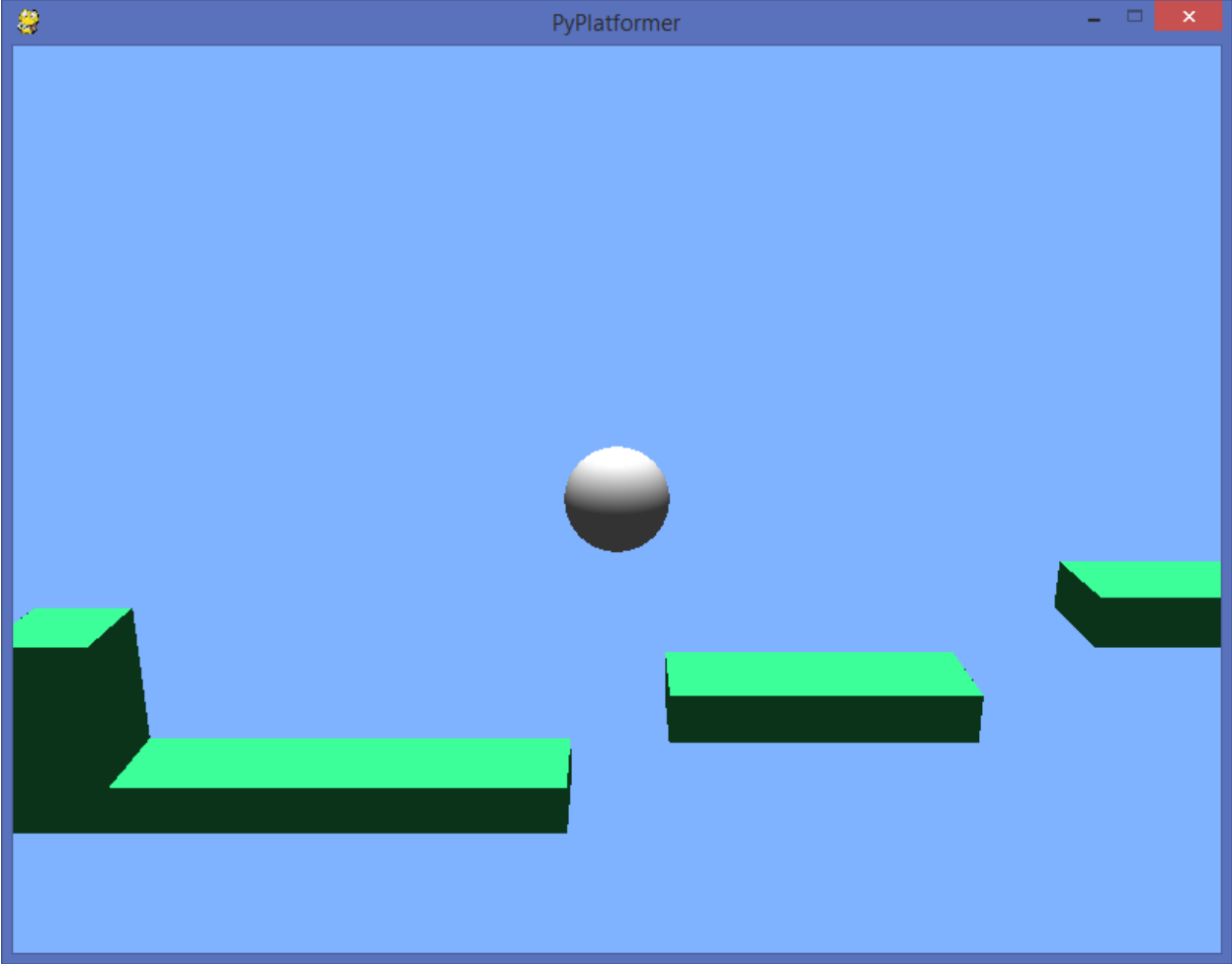


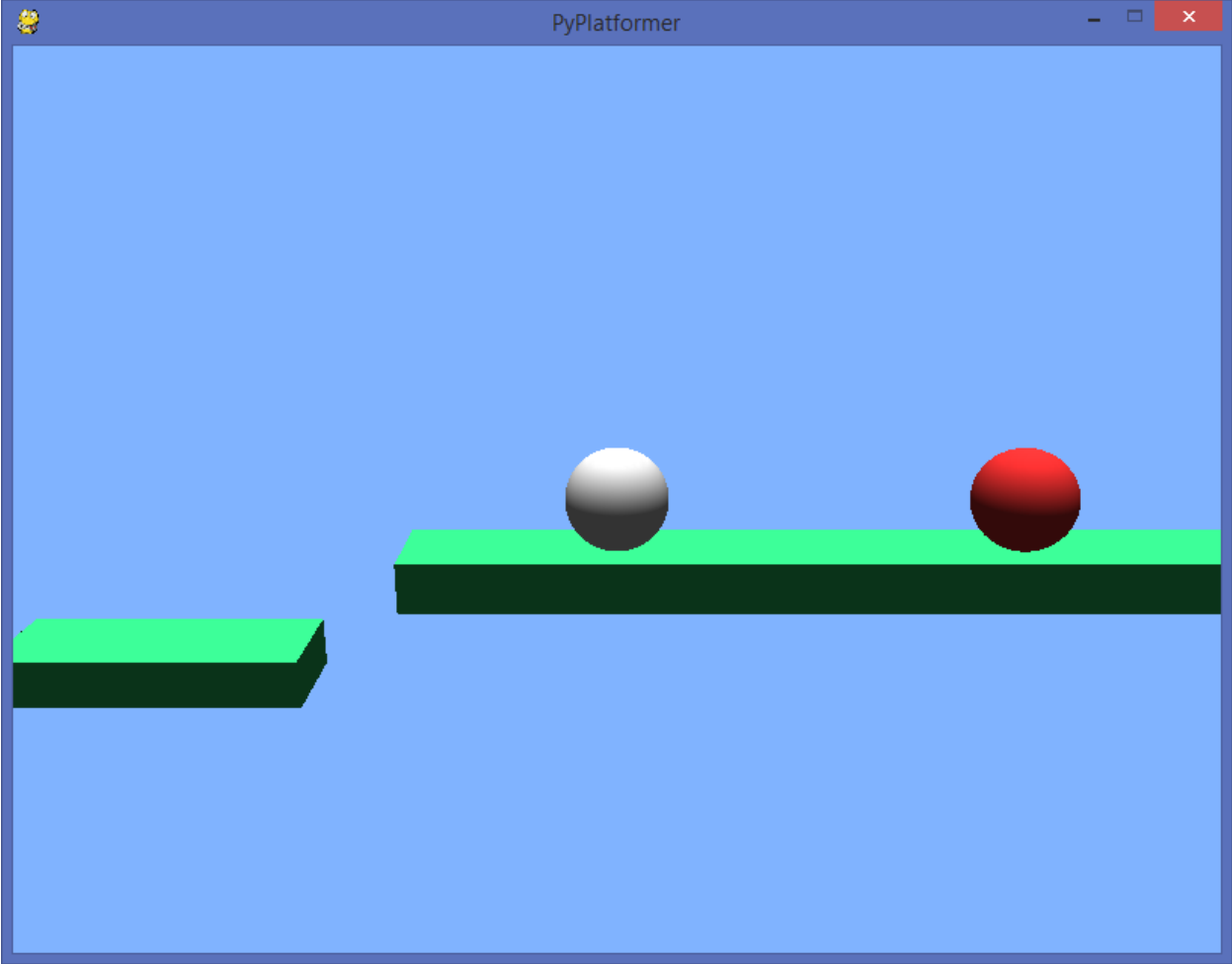


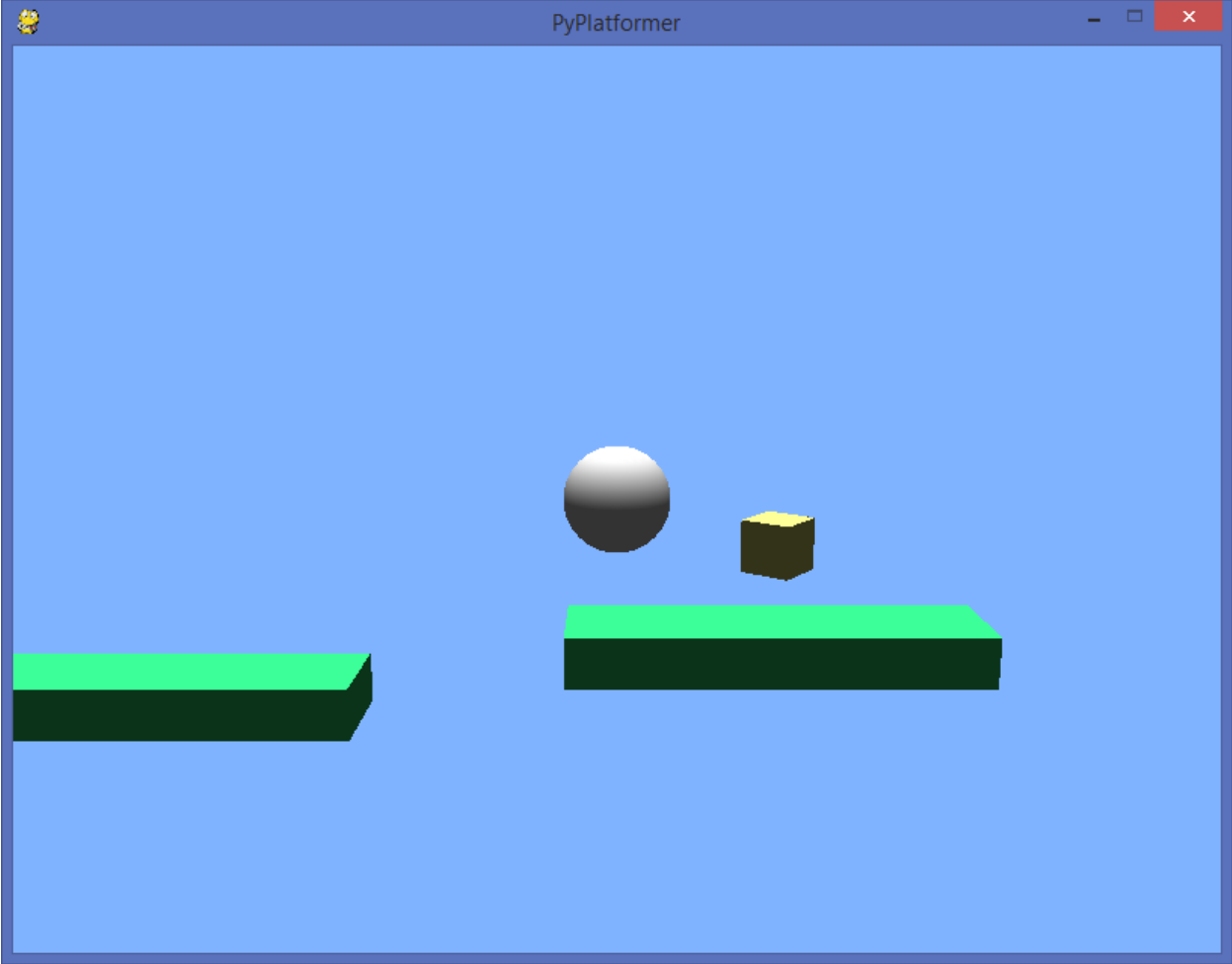


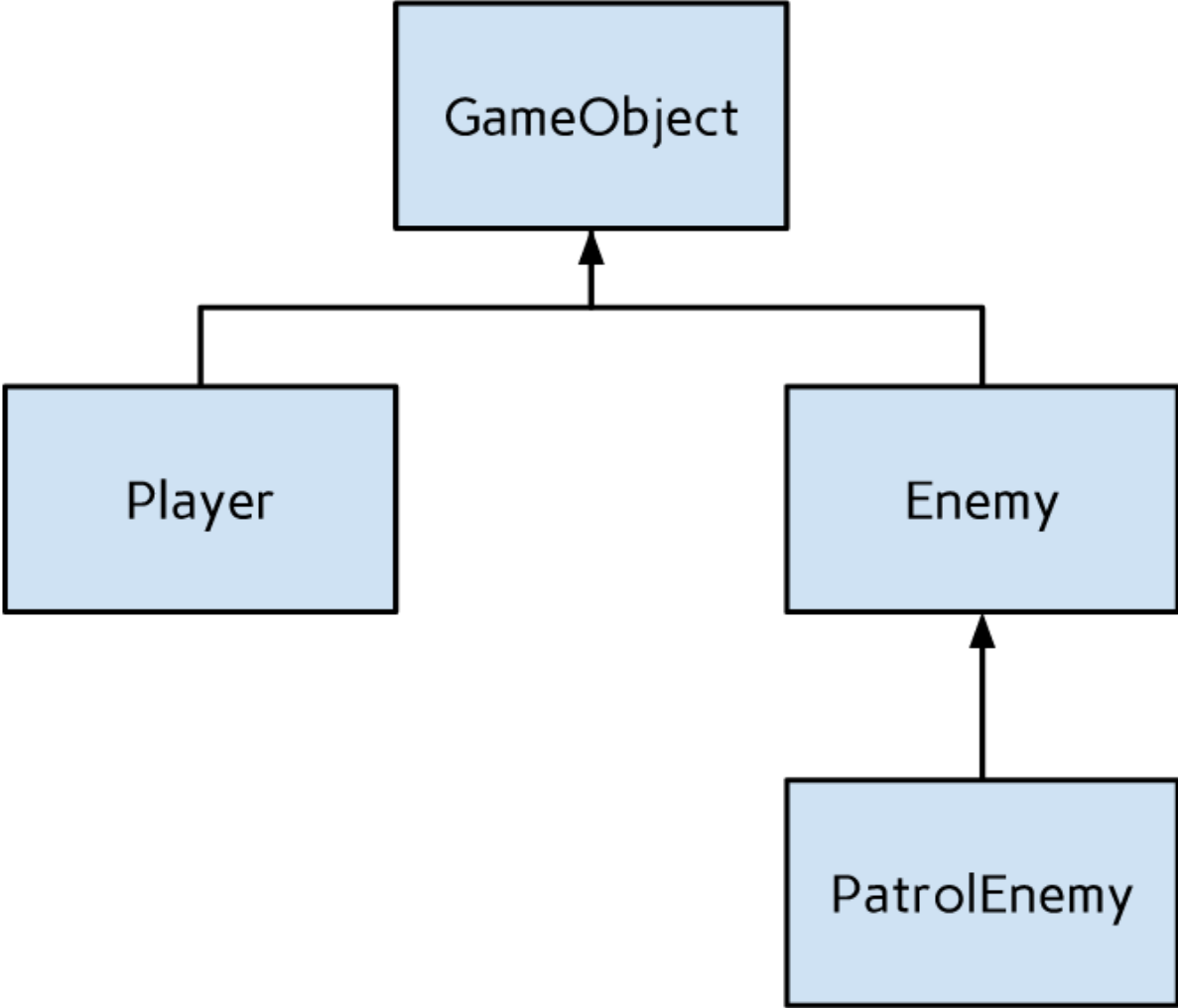
Chapter 6

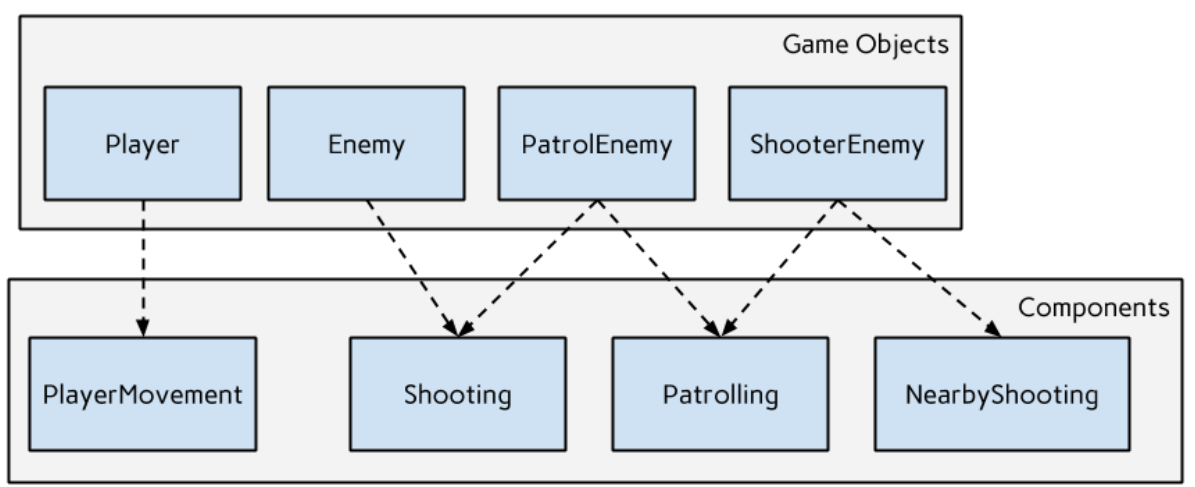
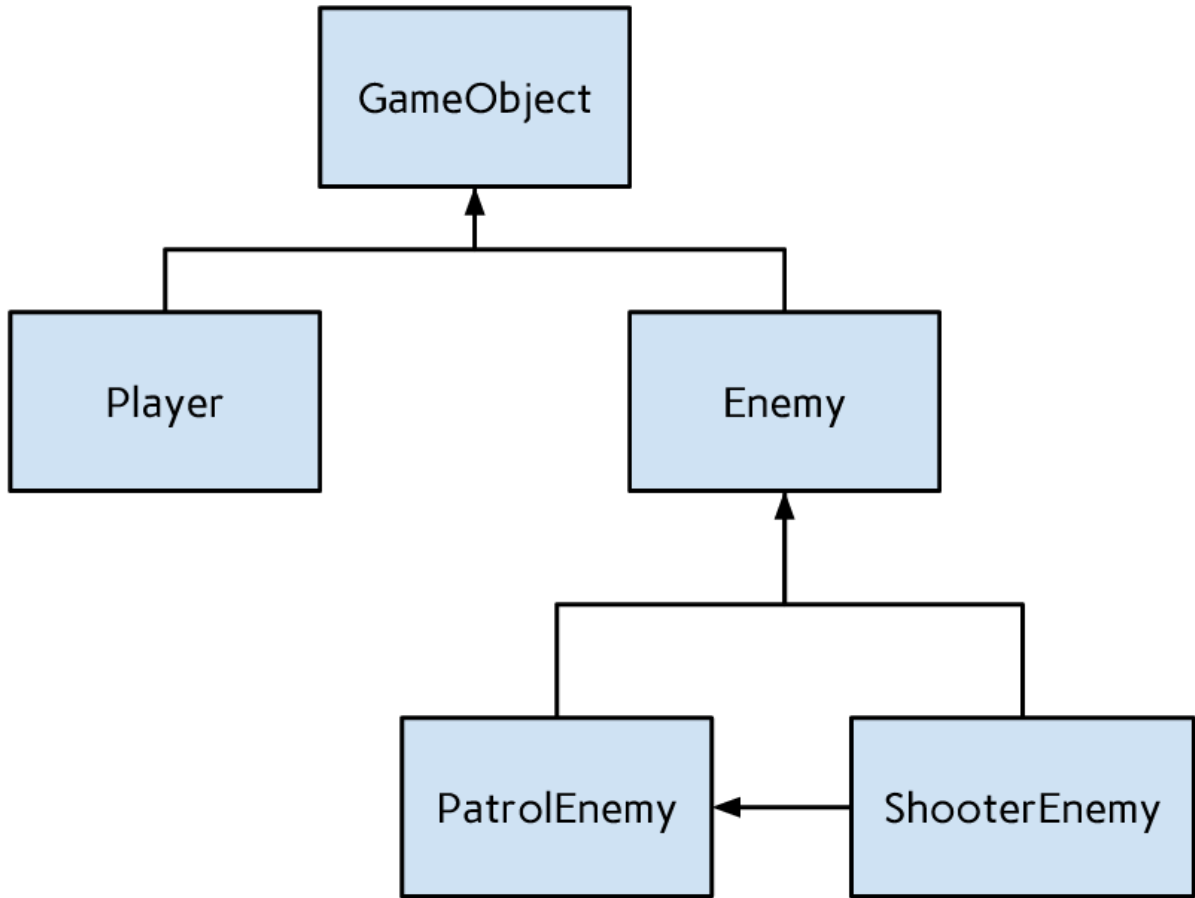


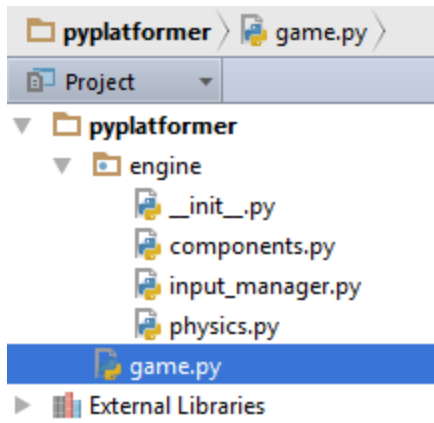












## Chapter 7

