Enemy class:

1. Constructor()
2. Canvas min – max
3. y starting locations for enemys (3 row)
4. variable speed for random enemies moving across x axis
5. this.sprite provided by Udacity
6. reset()
7. create const startPos = this(Enemey).xRange set to [0] {where do enemies restart (canvas min-max)}
8. this.x = startPos (setting enemy start position)
9. this.y = RandomY so enemy may appear on any row. This will need a RandomY(); created. Needs to contain possibleY[] from Enemy class; return Math using possibleY.
10. this.speed = this.randomSpeed(); Need to create randomSpeed(); that creates const for minSpeed and maxSpeed, linked to (Enemey) speedRange. Min set to [0], max set to [1]

return Math using min – maxSpeed

3.