### Object-Oriented Code

**Game objects (player and vehicles) are implemented using JavaScript object-oriented programming features.**

There are some issues that require fixing to cope with the rubric requirements. Check the "Code Review" notes on your app.js file for more information. Check for comments with the "required" tag on them.

### Documentation

**A README file is included detailing all steps required to successfully run the application.**

The README file needs to be customized. It should include your own custom written instructions to illustrate the steps required to successfully run the application.

This works well but you can start using let or const instead of var. There is no reason to use var anymore.

Check Udacity JS styling guide:

* <http://udacity.github.io/frontend-nanodegree-styleguide/javascript.html>

REQUIRED

As per the project rubric requirements, the "Enemy and Player objects use prototype functions and avoid calling functions from the global scope." Try to create this functions on the prototype of each class and refer to them inside the class constructor normally.  
Enemy.prototype.randomEnemyRow = function() {...}  
this.y = this.randomEnemyRow();

REQUIRED

Same as what is required above.

REQUIRED

As per the project rubric requirements, functions should be on the class prototype. Actually creating the function directly inside the class constructor will work but it is not a good practice and should be avoided. There are advantages of creating the function on the prototype of the class especially on memory management issues.

Check this post out to learn more:

* <https://www.thecodeship.com/web-development/methods-within-constructor-vs-prototype-in-javascript/>

SUGGESTION

As you can see, all your enemy instances share the exact same properties. It is better to use a for loop to dynamically populate the allEnemies array.

for (let i = 0; i < 4; i++) {

allEnemies.push(new Enemy(0, randomEnemyRow(), randomNumber(100,300));

}

SUGGESTION

You did some great work with these global functions. But as stated above, try to recreate them on the class prototype and use them freely.

REQUIRED

This README file needs to be customized. You should remove the default instructions that came with it because these were only for your guidance. You should create your own instructions describing how the game is played and how it can be downloaded. It doesn't need to be long, it can just be simple and to the point.