**1942 (Optional)**

* (easy) Get the hero to move up/down/left/right
* (easy) Change the background of the game
* (easy) Get 7 enemies to show up instead of 4 at a time
* (intermediate) Get another type of enemy airplane to show up
* (advanced) Collision Detection for the airplanes – when the hero collides with the enemy, have your score go down by 500.
* (advanced) Collision Detection for the bullet – Have the score go up by 10 when an enemy is struck down.
* (advanced) Get the enemy to explode when it is hit
* (advanced) When the bullet hits, make a sound.