Algorithm:  
  
Goal: To create a space invaders styled game using p5  
Input: left and right movements for the player  
Output: 3+ rows of enemies that move downwards towards the player  
Steps:  
1) Setup function with canvas sizes  
2) Define variables for player and enemies  
3) Finding the core components in this program:  
 - an event listener for user keyboard inputs  
 - collision detection if possible  
 - reloading the screen when either the player dies or when all enemies are defeated  
4) Draw function with enemy and player’s shape properties  
5)  
  
  
  
  
Sources:  
<https://p5js.org/reference/#/p5/keyPressed> : onkey() events  
<https://www.toptal.com/developers/keycode> : L + R keycodes  
<https://codepen.io/Vitasa/pen/mROMBb> : collision detection