The Z index property is an attempt to add 3 dimensionality to the program. The problem with this is that, in a 2d website, the only way you can get 3 dimensionality is to rotate the entire game 45 degrees(pointing the center of the “camera”, down the middle, and drawing the enemies models at an angle is significantly more difficult. The other option is to just… stack the sprites on top of eachother. This doesn’t have any bonus besides allowing sprites overlapping to both display at once. However, it’s pretty simple all things considered. The higher the Z axis number, the farther away from the camera the sprite is and therefore the smaller it is.