**Objects**

**myGame**

**myPlayer**

**enemyArray**

A diagram of what the enemyArray would look like:

**texture**

**6**

**1**

**3**

**true**

**sprite**

**2**



**2**

**2**

**true**

****

**3**

**1**

**2**

**true**

**4**



**2**

**1**

**true**

**strength**

**directions**

**speed**

**alive**

**0 1 2 3 4**