Self-Assessment - Next Generation Hero

Name: Trinh To

Feature	Points
Key-M - mouse/keyboard	5/5
Spacebar egg	5 /5
Visible waypoints	10 /10
Waypoints color change	10/10
Waypoints respawn	10/10
H - hides waypoints	10/10
Enemies go A-F - When they spawn, they start randomly from any waypoints but then still follow the sequence A-F	10/10
J - switches enemy targets to be random - Add Q to quit the program	15/15
Game information displayed	10/10
WebGL built	10/10
self-assessment included	5/5
Total	**100/100**