

Establish enemy, player and projectile objects
Establish words for objects in main code
Establish variables
Establish array to handle health
Establish size and initialize objects
Establish background and display objects
Establish firing mechanism
Establish death screen
Establish code that determines when more enemies spawn

CHALLENGES

1. I continue to struggle with numerous concepts, the most of which is arrays. I will need to figure out arrays and implement them as quickly as possible in some simple way.
2. Additionally, I do not understand PVectors, and will need to figure them out as quickly as possible.