1. Cosmic.java needs to be compiled and run

2. None yet

3. Class inheritence - EnemyEntity, PlayerEntity, and PowerupEntity all extend from Entity

4. Additional Work

- Powerups

- Multiple types of enemies some of which can shoot back

- 100% Originally composed music

- 100% Original artwork

- High Score

- Multiple Lives

-

5.

-Javax.sound was used for audio as StdAudio isn't easily capable of playing multiple tracks at once

- No other additional libraries used.

6.

-StdDraw was modified to remove the top Bar containing "File" and to rename the window "Cosmic Crocodiles"

7. <Insert Dependancy Diagram Here>