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MILESTONE WORK OVERVIEW:

In this milestone, I list the steps to create the Alien and Spaceship class, which are the child classes of the GameChars class, as well as the GamePanel class for my final project, 'Space Invaders'.

#	DESCRIPTION	DEPENDENCIES
1	Create Spaceship class that extends GameChars class	
2	Write Spaceship default constructor	1
3	Write Spaceship constructor w/ double parameters	1
4	Write Spaceship drawMe() method	1
5	Create Alien class that extends GameChars class	
6	Write Alien default constructor	6
7	Write Alien constructor w/ double parameters	6
8	Write Alien destroyed() method	6
9	Write Alien drawMe() method	6
10	Create GamePanel class that extends JPanel	
11	Write GamePanel constructor w/ GameApp parameter	10
16	Create FieldUpdater class that extends Thread inside the GamePanel class	10
12	Write GamePanel moveShipR() method	1, 2, 3, 10
13	Write GamePanel moveShipL() method	1, 2, 3, 10
14	Write GamePanel shoot() method	1, 2, 3, 10
15	Write GamePanel paintComponent() method	1, 2, 3, 5, 6, 7, 8, 9, 10