* When a player or invader fires a shot, the Model will create a Shot object, and then fire a ShotMoved event. The ViewModel will handle this event and update its Sprites collection, which will notify the View that it changed.
* It’s the ViewModel’s job to translate the Model’s coordinates on a 400x300 play area to whatever size the Canvas happens to be on the page.
* The invaders, player ship, shots, stars, and even the simulated scan lines are all controls that are added to an Observable Collection of controls in the ViewModel
* The Scale property is a multiplier that, when multiplied with any X, Y, Width, and Height value, translate that value from the 400X300 model coordinates to the correct coordinate Canvas control in the play area.