# Extra Credit

## Easy: Harder enemy

Add a new more difficult type of enemy and randomly select which is spawned.

## Medium: Homing rockets

Create a new powerup that gives the player the ability to launch projectiles at enemies to knock

them off (or something that automatically fires projectiles in all directions when the powerup is

enabled).

## Hard: Smash attack

Create a new powerup that allows the player to hop up into the air and smash down onto the

ground, sending any enemies nearby flying away from the player. Ideally, the closer an enemy is, the more it should be impacted by the smash.