1. Introduce ourselves at the start of video (around 30 seconds)
2. Short demonstration of game, pointing out features (30 seconds to a minute)
3. Describe general design decisions: (around 2 minutes)
   1. Use of PVectors
   2. Use of arrays
4. Walk through key implementations: (5-10 minutes)
   1. Draw loop
      1. Start screen, game over screen, pause, ship respawn
      2. Main game loop
   2. Key inputs
   3. Ship functions
   4. Shot functions
   5. Asteroid functions
   6. Event functions (ufo)

Functions:

* setup
* draw
* keyPressed
* keyReleased
* getKey
* dropKey
* startScreen
* gameOverScreen
* pauseScreen
* hud
* gameReset
* newRound
* astroSet
* ship
* shipMove
* shipWrap
* shipDraw
* shipCollision
* shipHit
* shipRespawn
* fire
* shots
* shotMove
* shotWrap
* shotErase
* shotDraw
* astros
* astroMove
* astroWrap
* astroDraw
* astroCollision
* astroHit
* astroSplit
* astroErase
* ufo
* ufoCollision
* ufoHit
* ufoShot
* ufoShotMove
* ufoShotDraw
* ufoShotCollision
* ufoShotHit
* events