Lab 5 Ideas/work through

Things that are needed:
- Ship object
  - Projectile
    - Comes out from top of ship
    - New projectile on each click(spacebar)
  - Collision detection
    - Has 1 life
    - Only checks itself to see if enemy came within the ship's coordinates
      - Change ship color when destroyed
  - Movement
    - Up, down, left, right
      - Using arrow keys for simplicity
  - Draw itself
- Enemy Ship
  - Collision Detection
    - Has 1 life
    - Only checks if a (Projectile) has touched itself, as enemy ship touching player ship means enemy ship wins
    - Change color when destroyed
  - Movement
    - Oscillating between left side of screen and right side
      - No input from the user, does it continually until destroyed