Bonus section:

* New enemy types: 2 enemy types were added

1. Ninja: the enemy is never hit by the tower, but he can still attack the tower. When the tower is destroyed, the ninja enemy is dead. Its color in the window is blue.
2. Titan: the enemy is hit normally by the tower, but he does not shoot the tower. When the titan reaches distance 2 meter from the tower the tower will be destroyed. Its color in the window is purple.

* Background sound:

1. An intro sound function is added in the simulator source which plays when the game starts.
2. At the end of the game the final sound function plays to declare the end of the game.
3. During Each time step, there is a beep sound demonstrating the shooting between enemies and tower.

* Speed: enemies move with different speeds
* Modularity applied