1. Code quality: **Read over your program and rate your own code** out of 10 on each of the following aspects. Explain any rating which is not 10/10. (20 points)
   * + - 1. Descriptive class, variable and method names. 10/10
         2. All numbers replaced by variables. 10/10
         3. No unnecessary code. 10/10
         4. Blank lines separating methods in a class, also separating major loops; no excessive blank lines. 10/10
         5. No long methods 9/10 I have one method that is fairly long because I had to check to see if the player angle was between two numbers, and have the bullet shoot from a certain position based on the angle of the player.
         6. No duplicated code. 10/10
         7. All method and variable names begin with small letters; all class names begin with capital letters. 10/10
         8. Comments explaining any unclear code. 10/10 I have comments explaining each code.
         9. No commented-out code. 10/10
         10. Consistent style (e.g. always put a space before and after each equals sign, or never do it). 10/10