Implementation Notes:
- Behavior that we did not have time to implement includes:
  - Functioning high scores list; does not add name/ score to list after entered when game is completed
  - Continual music loop in the background; our music upon start up plays once but then ends after one play through
  - Bomb explosion animation; bomb explodes but no animation for it

Improvements Given More Time:
- Narrative/storyline
- Boss levels
- Different level music
- Music clips for bombs exploding, enemies dying, etc.
- More powerups
- Different types of intelligence for enemies
- Different difficulty levels