

**I have implemented all the features.**

I noticed one bug one time I was testing, where my game said it had 9 enemies active, but actually there were 10, but I could not replicate it. I suspect the bug can be fixed if I refactored it.

Extra credit completed:

- Added 3 new projectile types that are spawned by pressing Z X C
- Z spawns a big projectile that is slow, but destroys everything in its path.
- X spawns a projectile that explodes into multiple smaller projectiles
- C spawns a fast projectile that bounces off world bounds, doesn't get destroyed.  
(It also does double the normal projectile damage)
- Added a function for enemy planes to move around by pressing G