1. The invaders.java file needs to be compiled.
2. The DefaultCritter class contains all the default get and set functions called by subclasses, for example getting the x coordinate and speed in the x direction is done by Missile by calling super.getX() and super.getSpeedX().
3. Most of the classes extend DefaultCritter and contain its default values like x, y, speeds and size.
4. Changes:
   * Added better graphics in the form of a background and Pictures used as character models
   * Added levels
   * Added Enemy (different from critter) That can only be killed after the critters are destroyed
   * Enemy has hitpoints based on level
   * Critters increase based on level
   * Enemy drops bombs (can attack) on predetermined chance
   * Shooter has lives
   * Added sound for shooting, killing bombs and dropping bombs
   * Added a space in DefaultCritter where the default speeds and other aspects of the game can be changed.
   * Added music in the background