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 for Missile is done by calling getX(), A function in DefaultCritter, but inherited by Missile.
3. Most of the classes extend DefaultCritter and contain its default values like x, y, speeds and size while adding their own fields like hitpoints.
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 Power ups
   * 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
   * Added bunkers
   * Added second player and option to disable with menu animation