Challenge 1: Make the logic for when the other two aliens touch the bottom of the screen.

Hint 1: Make a function called GameOver to contain the logic that was in the EdgeReached event.
Hint 2: Call that function inside each enemy's EdgeReached event.

Challenge 2: Make each enemy increase its speed (by 1) every time it is shot by the player.

Hint 1: Add the logic in the ShootEnemy function using the 'Any component' blocks.
Hint 2: You will need two 'Any component' blocks – one getter and one setter.
Hint 3: Set the enemy speeds to 0 in your new GameOver function. (so they stop moving)
Hint 4: Set the enemy speeds to 1 in your ResetButton.Click event. (so they start moving)

Challenge 3: Try making the enemies have different sizes. Do you see the bug that this causes?

Hint 1: Try to look where Enemy1's width is used.
Hint 2: Another 'Any component' block will be useful instead.

Challenge 4: Try making the enemies have different sizes. Do you see the bug that this causes?

Hint 1: Try to look where Enemy1's width is used.
Hint 2: Another 'Any component' block will be useful instead.

Challenge 5: Abstract the logic into a function from hints 3 and 4 in Challenge 2 (set all enemy speeds).

Hint 1: You'll need one input parameter (call it newSpeed).
Hint 2: If you're keen, you can use a loop to iterate over all enemies. Otherwise, you can copy and modify your old logic to use the parameter instead of hardcoded numbers.