**How do I Complete this Project?**

1. If you need a refresher on [Object Oriented JavaScript](https://www.udacity.com/course/viewer#!/c-ud015-nd), review our course; if you'd like a more detailed explanation as to how the game engine works, see our [HTML5 Canvas](https://www.udacity.com/course/ud292-nd) course.
2. Download the [art assets and provided game engine](https://github.com/udacity/frontend-nanodegree-arcade-game).
3. Review [the video of the completed game](https://www.youtube.com/watch?v=p2JhGrrwLuQ&feature=youtu.be) and take note of the game's rules.
4. Review the code and comments provided in app.js
5. Identify the various classes you will need to write.
6. Identify and code the properties each class must have to accomplish its tasks.
7. Write the functions that provide functionality to each of your class instances.