## Space Game by Annanya Kumar s1:spaceship s2: Enemy Ship asteroidTimer:timer projectiles:Arraylist asteroids:ArrayList star:ArrayList powerUps: ArrayList play:boolean setup{}:void draw{}:void infoPanel{}:void startScreen{}:void endScreen{}:void Star Asteroid x:int x:int y:int y:int SpaceShip health:int Speed: int speed:int x:int diameter: int radius:int Y:int + c:color c:color health:int + display():void displayMode: char ammo:int move():void display(): void lives:int + reachedBottom():Bottom move():void radius:int projectileIntersection(Projectile displayMode:char projectile): boolean + reachedBottom(): boolean c1:color + display():void rockIntersection(Asteroid asteroid):boolean + Timer pulntersection (Powerup powerup):boolean savedTime:int PowerUp totalTime:int +x:int + +y:int Projectile start():void +speed:int x:int isFinished():boolean y:int +radius:int speed:int +pu:int wide:int +puInfo:int c:color +display():void display():void + +move():void fire():void + reachedTop():boolean reachedBottom():void