Creating a simple space game in Java can be a fun project. Here's a basic example to get you started:

Game Overview

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class SpaceGame extends JPanel implements KeyListener {
	private Spaceship spaceship;
	private Asteroid[] asteroids;
	private int score;

	public SpaceGame() {
		spaceship = new Spaceship(100, 100);
		asteroids = new Asteroid[10];
		for (int i = 0; i < asteroids.length; i++) {
			asteroids[i] = new Asteroid((int) (Math.random() * 400), (int) (Math.random() *
400));
		}
		score = 0;
		addKeyListener(this);
		setFocusable(true);
	}
```

```
public void paint(Graphics g) {
        super.paint(g);
        g.fillRect(spaceship.getX(), spaceship.getY(), 20, 20); // Draw spaceship
        for (Asteroid asteroid : asteroids) {
                g.fillOval(asteroid.getX(), asteroid.getY(), 20, 20); // Draw asteroids
        }
        g.drawString("Score: " + score, 10, 20); // Display score
}

public void keyPressed(KeyEvent e) {
        int key = e.getKeyCode();
        if (key == KeyEvent.VK_UP) {
                spaceship.moveUp();
        } else if (key == KeyEvent.VK_DOWN) {
                spaceship.moveDown();
        } else if (key == KeyEvent.VK_LEFT) {
                spaceship.moveLeft();
        } else if (key == KeyEvent.VK_RIGHT) {
                spaceship.moveRight();
        }
}

public void keyReleased(KeyEvent e) {}
public void keyTyped(KeyEvent e) {}
```

```
	public static void main(String[] args) {
		JFrame frame = new JFrame("Space Game");
		frame.add(new SpaceGame());
		frame.setSize(400, 400);
		frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
		frame.setVisible(true);
	}
}

class Spaceship {
	private int x, y;

	public Spaceship(int x, int y) {
		this.x = x;
		this.y = y;
	}

	public int getX() {
		return x;
	}

	public int getY() {
		return y;
	}
```

```
	public void moveUp() {
		y -= 5;
	}

	public void moveDown() {
		y += 5;
	}

	public void moveLeft() {
		x -= 5;
	}

	public void moveRight() {
		x += 5;
	}
}

class Asteroid {
	private int x, y;

	public Asteroid(int x, int y) {
		this.x = x;
		this.y = y;
	}
```

```
	public int getX() {
		return x;
	}

	public int getY() {
		return y;
	}
}
```