

-STATEMENT OF WORK-

My second project is about ships. There are client, an enemy ship factory which I used as a factory, enemy ship which is abstract and ufo and rocket enemy ships. There can be lots of ships and their names can be different and also they can have different properties. For example, a ship can do more damage from the other. But, at least we know they are ships. So they have common properties which I specified in their common super class (EnemyShip) in my project. This is a better way to do because creating common methods over and over again is not a good. Actually that is a problem.