

Project Description:

I will create a parent class named GameObject which has the following characteristics:

- Draw();
- Alive();
- Move();
- Shoot();

GameObject has 3 child classes named as PlayerShip, EnemySaucer, and Asteroid.

EnemySaucer has further more 2 child classes:

- SmallSaucer
- BigSaucer

SmallSaucer has following functionalities:

1. Fast speed
2. Small size
3. Changes direction after every 3 seconds
4. More fires at a time

BigSaucer has following functionalities:

1. Slow speed
2. Big size
3. Moves in single direction
4. Less fires at a time

Asteroid has further more 3 child classes:

- BigAsteroid
- MediumAsteroid
- SmallAsteroid

BigAsteroid has following functionalities:

1. Moves in single direction
2. Simple Asteroid
3. Large size

MediumAsteroid has following functionalities:

1. Changes direction after every 3 seconds
2. Complex Asteroid
3. Large size

SmallAsteroid has following functionalities:

1. Moves in single direction
2. Simple Asteroid
3. Small size

PlayerShip has following functionalities:

1. Rotate
2. Gravity or Thrust