We have mentioned that the game will be implemented with a 3-tier architecture in the design report, thus we implemented the code using this architecture. Since we have a 3-tier architecture, we have mainly 3 packages, which are Game Objects, Game Control and GUI. We have implemented the gui package and the Game Control and Game Objects packages separately, and then combined them both. Since the Game Control and the Game Objects packages were tightly communicating, we implemented both of them together. We have first strated by creating the Game Object package. The super class GameObject was firstly created and the subclasses were then implemented. After this, the Game Control package was created. The classes of the Game Object package, which are the main objects in the game, were used in the Game Control package. The Game Control mainly uses the Game Objects and controls them by updating and drawing them. After the main game play was implemented the GUI was added on top of this, in other words the GUI was attached to the game to create a fully functional game.