Art and Code | FWCD

WackAMonster

Objective
To learn inheritance, abstract classes, and polymorphism.

Instructions

1. Take a minute and study how the WackAMonster file works. You'll notice you have some compiler errors. These won't go away until you write the Monster & Ghost class.

2. Finish the Monster class. You need to add the methods that all Monsters have but don't have implementation.

3. Write the Ghost class. Follow the comments on the Ghost class to complete it. After you modify the class header, you should notice you have an error. The error states that you have to implement the abstract methods from Monster. Know that if you extend an abstract class then you have to actually implement any and all abstract methods you inherit.

   Turn this:

   ```
   abstract void example();
   ```

   To this:

   ```
   void example(){

   }
   ```

4. Add your own Monster class to this game and then add a level to the game that creates your monster. Your monster must look, move, and speak differently than the other monsters. Be creative and have fun! (Nothing crazy, this isn't the project for elaborate work.Save that for the fish tank.)