Submission		
1) **Project is submitted on time in a compressed folder.**	_____	**/ 1**
Subtotal:	_____	**/ 1**

`Trail` **Code**		
1) **Create a class called** `Trail` **as a subclass to the** `Actor` **class.** (NOTE: More than one `Trail` class will deduct 7 points from your final grade)	_____	**/ 1**
2) **Properly create a field variable called** `timer`.	_____	**/ 2**
3) **Build a constructor that accepts a** `Boolean` **parameter to represent if the** `Trail` **is blue.**	_____	**/ 2**
4) **In the constructor, use the** `Boolean` **parameter to affectively set the image of the** `Trail` **to the blue** `Trail` **or the red** `Trail`.	_____	**/ 4**
5) **In the** `act` **method, subtract 1 from the** `timer`.	_____	**/ 1**
6) **If the** `timer` **is below zero** *AND* **the** `Trail` **is touching a** `Bike`, **it should remove the** `Bike` **it is touching from the screen.**	_____	**/ 3**
Subtotal:	_____	**/ 13**

`Bike` **Code**		
1) **Create a class called** `Bike` **as a subclass to the** `Actor` **class.** (NOTE: More than one `Bike` class will deduct 7 points from your final grade)	_____	**/ 1**
2) **Properly create exactly 5 field variables (1** `Boolean` **and 4** `Strings`).	_____	**/ 6**
3) **Build a constructor that accepts a** `Boolean` **parameter to represent if the** `Bike` **is blue.**	_____	**/ 2**
4) **In the constructor, use the** `Boolean` **parameter to affectively set the image of the** `Bike` **to the blue** `Bike` **or the red** `Bike`.	_____	**/ 4**
5) **In the constructor, set the controls (**`String`s up, down, left, **and** right**) to the proper** `String`s **based on the color of the** `Bike`.	_____	**/ 4**
6) **Properly create a** `buildTrail()` **method which takes in no parameters.**	_____	**/ 1**
7) **In** `buildTrail()`, **build a** `Trail` **object with the** `Boolean` **parameter of the** `Bike`**'s current color. Add this** `Trail` **at the same location of the** `Bike`.	_____	**/ 4**
8) **Properly create a** `movement()` **method which takes in no parameters.**	_____	**/ 1**
9) **In** `movement()`, **check if the** `String` **controls are being pressed and adjust the rotation of the** `Bike` **properly.** (NOTE: You will lose 5 points if you use the `turn()` command.)	_____	**/ 6**
10) **In the** `act()` **method, call** `buildTrail()` **and** `movement()`.	_____	**/ 2**
Subtotal:	_____	**/ 31**

`MyWorld` **Code**		
1) **Create a class called** `MyWorld` **as a subclass to the** `World` **class.** (NOTE: More than one `World` class will deduct 7 points from your final grade)	_____	**/ 1**
2) **Properly create a** `buildBikes()` **method which takes in no parameters.**	_____	**/ 1**
3) **Properly build two different** `Bike` **objects and add them to the proper locations with the adequate rotations.**	_____	**/ 7**
4) **Adjust the size of** `MyWorld` **to** `1000 x 775`.	_____	**/ 1**
5) **In the constructor, call** `buildBikes()`.	_____	**/ 1**
Subtotal:	_____	**/ 11**

Total:	_____	**/ 56**