

Design Patterns/OOP:

- Create an interface for the Updater classes.
- Create an aggregate class for updaters and if possible a different aggregate class for classes that extend Entity.

Method Improvements:

- The createPoints method in the PowerUp and LaserBall class are the same. This method could be inherited from the Entity class.
- The pickupPowerUp method in the Player class could return a boolean to check whether something is of the right type. Return false in the default case.
- The updateTimer method should be of type void. A separate method should check if the timer is bigger than 10.
- The spawnAsteroid and spawnPowerUp should return a boolean indicating if something has spawned.
- The checkBoundaries method in Entity should be implemented by a class realizing BoundaryStrategy.