Team Space: Jonathan Quang, Brian Kwong, Datian Zhang APCS pd2 Class Ship Class Moveable Is A - float yaw - PVector accel + PVector position - float maxVel - PVector velocity - float maxAccel - int radius + int hp - float maxVel; + void changeYaw() + void updatePos() + void + void display() accelViaYaw() Class PlayerShip Class Asteroid - ArrayList PowerUps - DLList Weapons Class EnemyShip -int size - DLNode currentWeap - ArrayPriorityQueue Targets + int money + void moveToTarget + void keyPressToAction + void attackTarget + void openInventory + void useItem + void useWeapon + void switchWeapon Class Powerups Class Market - int cost + int hp - String effect + ArrayList shopPowerUps - float effectStrength + void buy() + void + void display(). applyEffect(Playership) + void place() Class Placeables + int hp + boolean holdMoney? + PVector pos

+ void damage()