Lab Goal : This lab was designed to teach you more about OOP and using Abstract Classes and Interfaces.

Lab Description : You will be creating a game somewhat similar to the 80s arcade game – Asteroids. You are the StarFighter and your job is to destroy all of the enemies that enter your space. The StarFighter ship and enemy ships will share lots of the same properties. This lab provides the perfect opportunity to use Inheritance and ArrayLists.
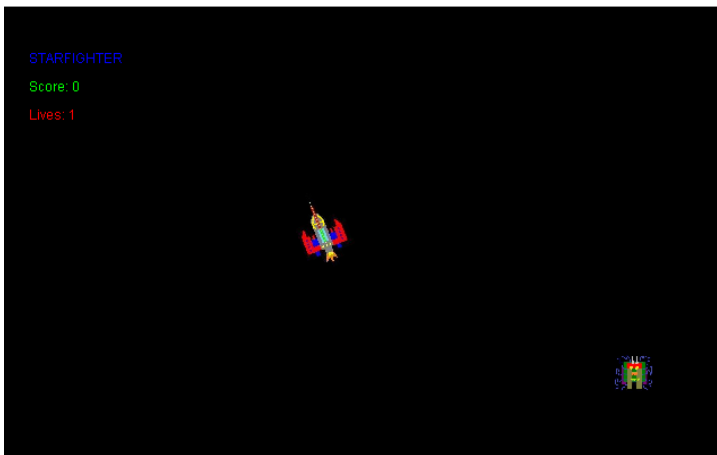
NOTE : You will need to use your Ship class from part I.

Extend the MovingThing class to make the Alien class.
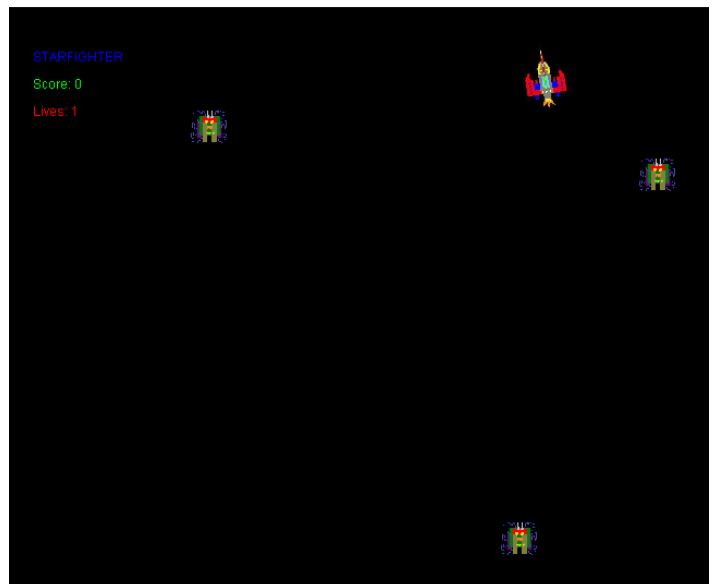Test the Alien class to make sure all methods work.

Alien movement can be determined later.

Add one Alien to the OuterSpace class.
Add a few more once you get the first Alien to work.

KEYS TO CONTROL THE SHIP

left arrow – rotate left
right arrow – rotate right
up arrow – accelerate