Lab Goal : This lab was designed to teach you more about Inheritance and ArrayLists.

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.
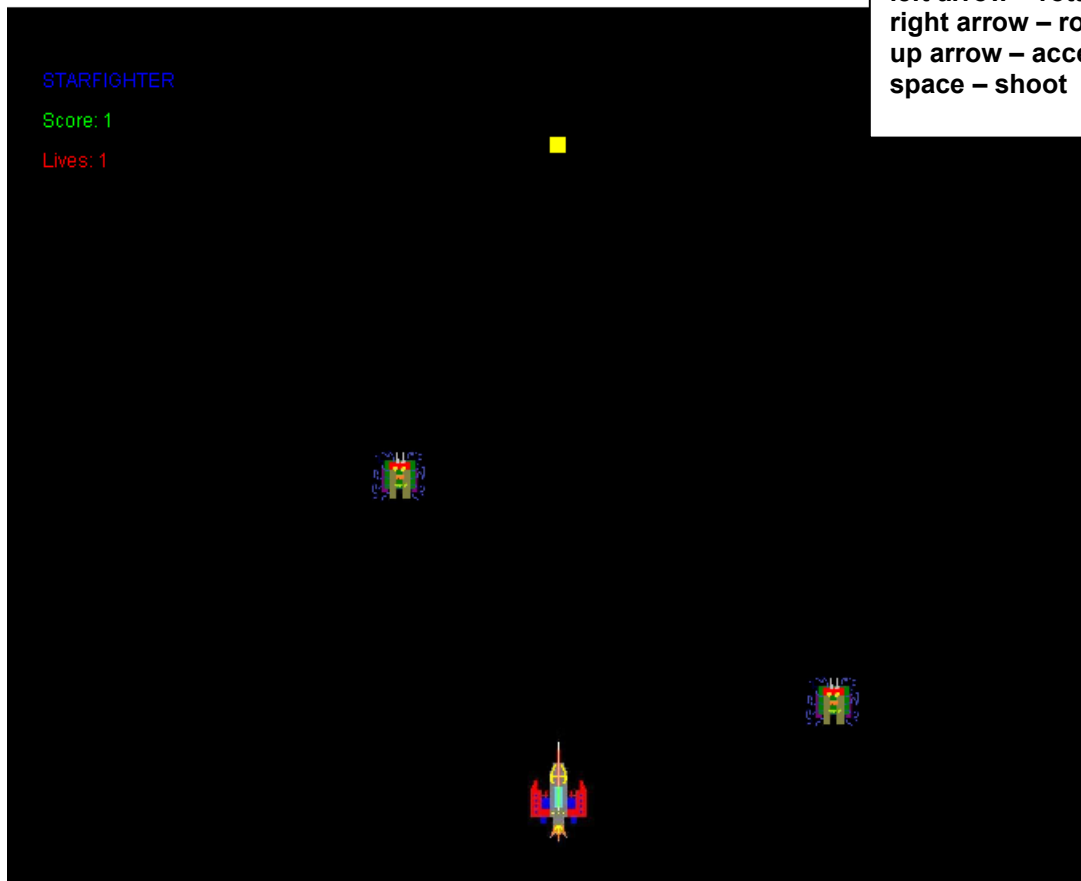
NOTE : You will use your classes from part II

Make your Ship shoot some type of Ammo.
You must make an Ammo class that extends MovingThing.

Start with just a single Ammo.
An ArrayList of Ammo will be added once the single Ammo has been tested thoroughly.

Make your Ship shoot and destroy the Alien.

KEYS TO CONTROL THE SHIP

left arrow – rotate left
right arrow – rotate right
up arrow – accelerate
space – shoot