

**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 plus lots more.


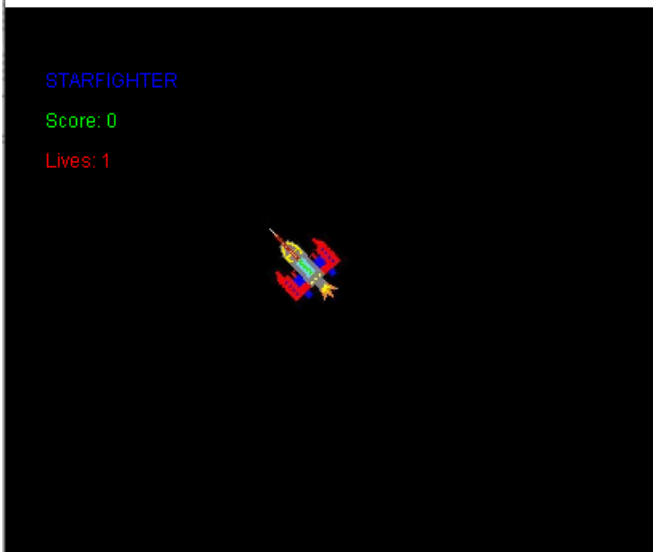
Extend the MovingThing class to make the Ship class.

Use StarFighter and OuterSpace to test the Ship class.

Much of the code for Ship has been provided.

The Ship should rotate in all directions.

Also, make the ship move forward when the up arrow is pressed.  
Do this after the Ship rotates left and right.

 STARFIGHTER

### KEYS TO CONTROL THE SHIP

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

 STARFIGHTER