// ship //----------------------------------------- class ship { private name: string; public color: string; private cannons: number; private healthPoints: number; private distanceTravelled: number; public constructor( name: string, color: string, cannons: number, healthPoints: number, distanceTravelled: number) { this.name = name; this.color = color; this.cannons = cannons; this.healthPoints = healthPoints; this.distanceTravelled = distanceTravelled; } public setName(name: string) { this.name = name; } public setColor(color: string) { this.color = color; } public setCannons(amount: number) { this.cannons = amount; } public setHealthPoints(amount: number) { this.healthPoints = amount; } private addDistanceTravelled() { this.distanceTravelled++; } public move() { this.addDistanceTravelled(); console.log(this.distanceTravelled) } public shoot() { console.log('pew pew!') } } let spaceship: ship = new ship("USS PsyTripper", "gray", 35, 10, 10000); spaceship.move(); spaceship.shoot(); // Astroids //------------------------------------------------------ class astroids { public color: string; public size: number; public healthPoints: number; private distanceTravelled: number; public constructor( color: string, size: number, healthPoints: number, distanceTravelled: number) { this.color = color; this.size = size; this.healthPoints = healthPoints; this.distanceTravelled = distanceTravelled; } public setColor(name: string) { this.color = name; } public setSize(amount: number) { this.size = amount; } public setHealthPoints(amount: number) { this.healthPoints = amount; } private addDistanceTravelled() { this.distanceTravelled++; } public move() { this.addDistanceTravelled(); console.log(this.distanceTravelled) } } let enemy: astroids = new astroids("gray", 5, 10, 10000); //bullets //----------------------- class bullet { private size: number; private distanceTravelled: number; public damage: number; public constructor( size: number, distanceTravelled: number, damage: number) { this.size = size; this.distanceTravelled = distanceTravelled; this.damage = damage; } public setSize(amount: number) { this.size = amount; } private addDamage() { this.damage++ } private addDistanceTravelled() { this.distanceTravelled++; } public move() { this.addDistanceTravelled(); console.log(this.distanceTravelled) } public damageToObject() { this.addDamage(); console.log(this.damage); } } let bullets: bullet = new bullet(5, 10, 10000); bullets.damageToObject(); bullets.move(); // powerUps //------------------------------------------------------------------------ class powerUps { private type: string; private position: number; public constructor( type: string, position: number) { this.type = type; this.position = position; } } let powerUp: powerUps = new powerUps("moreCannons", 50);