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Brief description:

Drive a player 'missile' into gold to maximise score.

Avoid or destroy rock obstacles for minor score, and collect powerups to fire projectiles that can blow up gold.

Keystrokes:

Spacebar: Proceed through menus OR fire laser during game.

W: Move up

S: Move down

A: Fire projectile (if you have at least 1 ammo from powerups)

Known bugs:

In JOptionPane, if one clicks 'cancel' or X you will freeze the game with the below error:

"NumberFormatException: Cannot parse null string"

FYI if you explode, you lose any ammo you hadn't used. That's intentional.

References:

<https://www.softwaretestinghelp.com/array-of-objects-in-java/>

<https://processing.org/reference/noLoop_.html>

<https://processing.org/reference/image_.html>

<https://processing.org/reference/PFont.html>

<https://processing.org/reference/keyCode.html>

Font Source:

<https://ggbot.itch.io/quinquefive-font>

Powerup Image Source:

[https://miro.medium.com/v2/resize:fit:512/1\*cBOD1y8GlONd-eIOrcg6hQ.png](https://miro.medium.com/v2/resize:fit:512/1*cBOD1y8GlONd-eIOrcg6hQ.png)

Adobe Colour Palette (user-generated complementary colour scheme):

<https://color.adobe.com/splitComplimentary-color-theme-b0a6a405-7aa7-470e-a00e-838eb2dfd5bb/>