Casa-de-Java -- Kevin Wang, Larry Wong, Alvin Ye APCS2 Pd. 8 HW #56 -- Orienting Your Up Goer 2018-06-01

## **Player**

- String name
- weapon[] weapons
- int money
- void buy()
- void specialPower()

## abstract Weapon

- # final int ALIVE, DEAD
- # int state
- # int HP
- # color c
- # float xCor, yCor
- # float size
- # int attack
- # int speed
- # int power
- void upgrade()

## abstract Enemy

- # final int ALIVE, DEAD
- # int state
- # int HP
- # color c
- # float xCor, yCor
- # float xVel, yVel
- # float size
- # int speed
- # void move()
- # void collide()
- # void pop()

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- pixels[] data

- void create()